

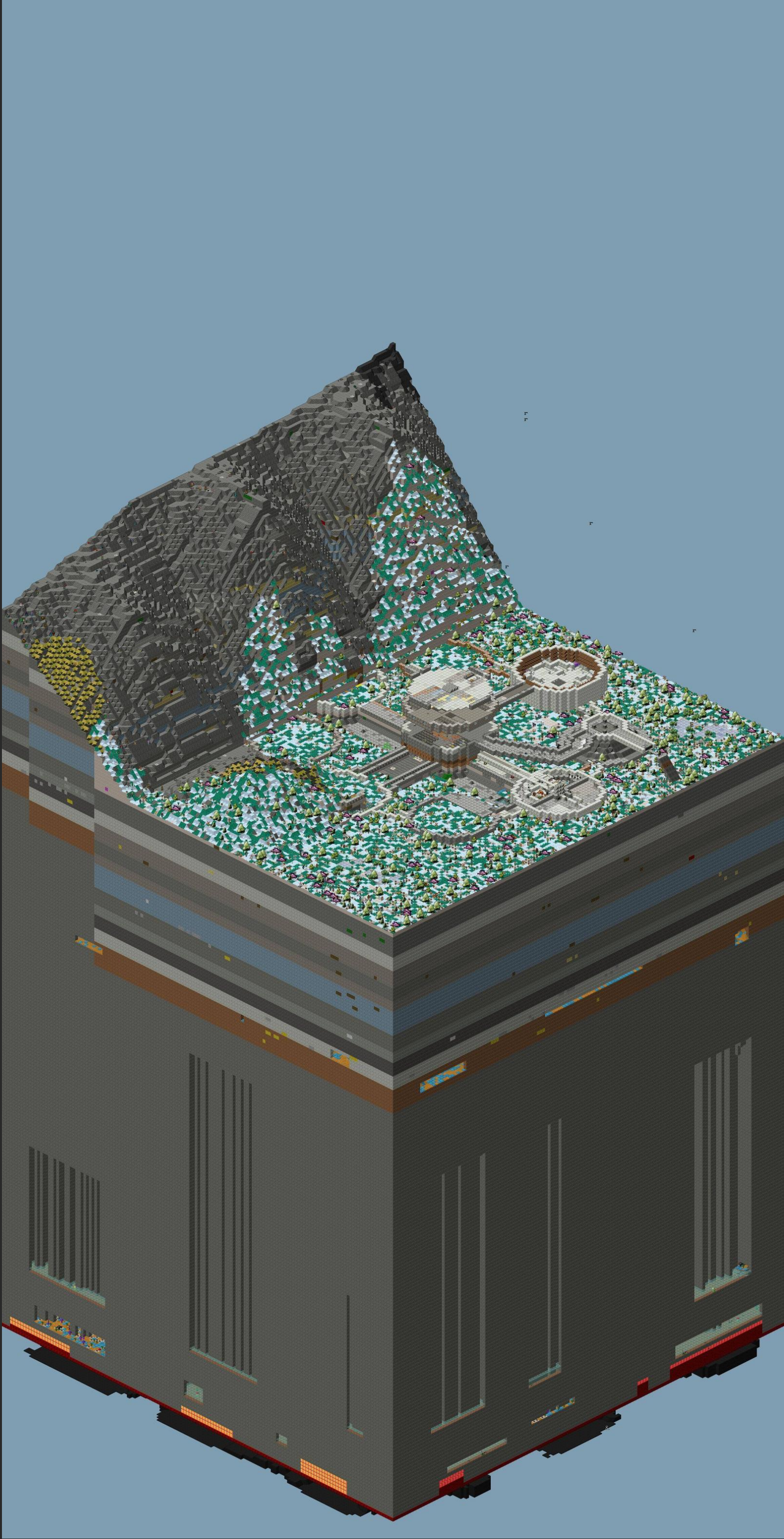
Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Sizik on May 15, 2012, 09:21:55 pm

Title: **Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Sizik** on **May 15, 2012, 09:21:55 pm**

As has been foretold in prophecy, dwarves rise again to stand over their great oppressor, the sky.

(Click to zoom, courtesy of Japa)



The sequel to the popular Skyscrapes, the Tower-Fortress (<http://www.bay12forums.com/smf/index.php?topic=53814.0>). This time, with

BEES (and nest boxes, minecarts, goblins...).

[Spoiler: Pictures](#) (click to show/hide)

<http://www.bay12forums.com/smf/index.php?topic=109564.msg3415699#msg3415699>
<http://www.bay12forums.com/smf/index.php?topic=109564.msg3415912#msg3415912>
<http://www.bay12forums.com/smf/index.php?topic=109564.msg3416002#msg3416002>
<http://www.bay12forums.com/smf/index.php?topic=109564.msg3968525#msg3968525>

Rules:

1. Each player has 1 in-game year to add another level to the tower.
2. Each player can add 1-8 floors to the tower (since I don't think we'll reach 100 turns).
3. All functional parts of the fort (i.e. bedrooms, workshops, dining halls, etc.) MUST be contained within the tower, above ground. The only exceptions are farms, mining for stone/ore, and stockpiles.
4. The levels of the tower can be designed in any way you desire, as long as it won't easily collapse (e.g. with the pull of a lever). Be sure to roof over any sections of the tower you want to be considered "inside", as the next player might not put a floor down above it.
5. Try to use up any stone you mine out; we don't want too much clutter. Making blocks is recommended for constructions.
6. Modifying previous players' levels is allowed, to a certain extent. Try not to mess with the outer walls, or anything that looks like it would've taken a while to design/make.

NOTE: When you find out it's your turn, please post in the thread so you won't be skipped due to inactivity. Once you have been notified of the start of your turn, you have one week after the PM was sent, or one week after you were last online last online, whichever comes first (minimum one day) to acknowledge your turn, otherwise you'll be skipped.

Turn List:

1. Graebeard
2. billybobfred
3. bmaczero
4. Microcline
5. Scruffy
6. TurkeyXIII
7. Sizik
8. jmnmaui
9. Lielac
10. Argembarger

[Spoiler: Skipped](#) (click to show/hide)

- melkor
- NCommander
- wypie
- Japa
- EmeraldWind
- Daenyth
- Bastus
- MarcAFK
- davros
- Sphalerite
- Crossroads Inc.
- Microcline
- tahujdt
- Niyazov
- Betelgeuse
- JoshBrickstien
- MadeOfStarDust
- Prometheusmfd
- InfinityWEAPON
- Megaman3321
- Graebeard
- Scruffy
- TheDJ17

Note to people who've been skipped: If you asked to be skipped, you can take your turn anytime after the currently playing person, just ask.
If you were involuntarily skipped, you can only be added to the end of the list.

Color Key: In Line Awaiting Confirmation Active Completed Skipped (inactive/unresponsive) Skipped (voluntary)

Latest save. (<http://dffd.wimbli.com/file.php?id=7792>)

Latest Map. (<http://www.mkv25.net/dfma/map-11555-skyscrapes2>)

Title: **Re: Skyscrapes 2: Scrape Harder!**
Post by: **Terrahex** on **May 15, 2012, 09:34:36 pm**

Posting to watch. didn't read the other thread but it looked epic. I'd like to be dorfed as a miner if possible

Title: **Re: Skyscrapes 2: Scrape Harder!**
Post by: **Corai** on **May 15, 2012, 09:42:00 pm**

I wanna be the first male military leader.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Daenyth** on **May 15, 2012, 10:51:16 pm**

I wouldn't mind a turn, maybe year 5?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **May 16, 2012, 01:17:01 am**

In!

Answers:

What size embark do we want? I vote 4x4 or so, depending on the location. FPS has improved to the point that a 2x2 embark isn't

required any more to keep decent performance.

How big should the caverns be? I prefer shallow (5-9 level-ish) caverns that are wide open. There's no need for 100+ underground levels if we're spending all our time topside.

Do we want to be in a terrifying biome right next to a goblin fortress and a necromancer tower? With an open, above ground design, clouds and dust are nearly guaranteed to insta-kill the fort a few turns in, so I think we should avoid those. Might also be good to have part of the map not automatically re-raise the dead for logistical reasons. That said, I'd prefer to see as many invaders (undead and otherwise) as possible.

Do we want any cool mods? I don't generally use mods, so I don't have anything to add here. I'm down to try whatever, but I suggest erring on the side of fewer mods in the hope of preventing compatibility issues down the road.

Gotta say. Really looking forward to playing around with the new mechanics in the context of a tower succession fort.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **May 16, 2012, 03:36:12 am**

PTW! Minecarts and skyscrapes go!
EDIT:
[Spoiler](#) (click to show/hide)
We should at least try 3x3 so there's plenty of horizontal space for dicking about with Carts, but as with the last one what we really need is lots of height and theres no point slowing the game down too much with extra Embark space (though we don't want to limit our availability of stone and ore by doing 2x2 again); while i have a shiny new i7 i won't ask for stupidly large embark to be fair on the rest of the people want to play this.
I vote we strip away most of the caverns, 1 is plenty enough to get some fun and FB's and i would like the openness factor set much higher so we get some nice underground gallerys.
As for terrifying biomes, we'll be spending most of our time sealed away and FPS will be HORRIBLE, if we can't keep the surface clean, I strongly reccomend only allowing a single tile of embark to be terrifying so theres a chance of keeping the map clean. Also clouds are very very bad, is it possible to have terrifying terrain without those damn cursed clouds? i would support this. If not then it should be very fun to just embark close to a necro tower, we would get al the fun of undead without the risk of debilitating constant FPS issues.
Mods? naw, i don't see the need as theres so much to play around with in this version, i would however support any minor RAW changes that might make the game a little better, Do kobolds still survive worldgen? Are Whips still stupidly overpowered? ETC.
TI/DR
Embark 3x3 or 4x4 (more than 100 above ground if possible)
Caverns ONLY 1, but large and open
No to terrifying, YES to Zombie neighbours.
Mods: No.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **melkor** on **May 16, 2012, 05:21:32 am**

i would like to have a turn
i dont think terrifying is that bad but make sure not the entire map is terrifying.
i dont care about the size.
as many enemies as possible.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Niyazov** on **May 16, 2012, 06:13:44 am**

Go to, let us build us a city and a tower, whose top may reach unto heaven; and let us make us a name, lest we be scattered abroad upon the face of the whole earth.

I'd love a turn. I support big caverns for a project like this because they are an excellent way to easily prospect colored stones, plus you can get all the cool subterranean wood. I also support aquifer for water hijinx and a sedimentary flux layer for steel. Prefer vanilla.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **timferius** on **May 16, 2012, 07:50:59 am**

I'll be watching for sure! Unfortunatly life doesn't allow for much dedicated DF time, so I can't join.
My only request is someone make another solid gold trade depot for me! (and road of course). My one true contribution to the last tower.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Daenyth** on **May 16, 2012, 08:38:10 am**

No to terrifying, 'meh' to zombie neighbors.

Make sure we have dwarfs, humans, and elves.

For mods, the only thing I'd suggest is using dfhack to fix the traders.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **May 16, 2012, 10:43:59 am**

Quote from: MarcAFK on May 16, 2012, 03:36:12 am
Embark 3x3 or 4x4 (more than 100 above ground if possible)

This. We're going to need more Z's if we're going to top (heh) Skyscrapes The Elder. I say go for whatever (reasonable) map size is required to fit in more Z's on top of the 100 sky levels.

Quote from: MarcAFK on May 16, 2012, 03:36:12 am
I vote we strip away most of the caverns, 1 is plenty enough to get some fun and FB's and i would like the openness factor set much higher so we get some nice underground gallerys.

Won't we miss out on some creatures and lots of pretty wood if we only do 1 cavern? We may also want more than 1 to allow for more stone variety. We don't need a lot of Z's for sheer material, but we do want enough to provide an interesting variety.

Also, this probably goes without saying, but sand is an absolute must. So is flowing water. I'm fine with either a river or an aquifer.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Ieb** on **May 16, 2012, 12:38:06 pm**

Cavern creatures can just be edited to appear in the first cavern layer, just like all the other underground trees to grow there too, for the sake of variety. Since I had to post here, I might as well apply for a turn too.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **NCommander** on **May 16, 2012, 04:48:32 pm**

I'll take turn two since its unclaimed. As a note, with 08, masons make four blocks per rock, so they're pretty much necessary for any megaprojects now. it will be weird though playing in a fort that runs close to 100 FPS though again (might have to fiddle with my FPS cap to make it slower ...)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **wypie** on **May 16, 2012, 07:59:39 pm**

I'll take a turn
Meh to terrifying
I will dwarf myself

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **StLeibowitz** on **May 16, 2012, 08:02:40 pm**

Depending on my workload I might take a turn later on (maybe turn 10 or so). Until then, Dorf me please, Saint Iridkonos, Monk Errant. Aboveground forts are fun! (I mean that both ways).

Aquifer would be good if we're in a cold climate, as an emergency water supply if the booze runs dry, but if we're not somewhere that exposed water will freeze a river would be best. Do all tower segments have to be circular or can they be more...organic?

Also, maybe 1-2 shallow cavern layers. Should give more variety than just one, and allow more underground space if somebody wants to do something ridiculous like, say, carve a shaft to magma sea level and use the bottom as a new base for the tower...

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **billybobfred** on **May 16, 2012, 10:08:23 pm**

I'll take a turn, sure.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **May 16, 2012, 10:14:15 pm**

Add me to the list.

but I vote we wait a version or two of bugfixes before starting.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **May 16, 2012, 10:18:17 pm**

How's a 3x3 with half benign forest, half 58-level tall sinister mountain, and sand sound?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **EmeraldWind** on **May 16, 2012, 10:23:23 pm**

I'll take a spot on the list.

As far as mist and clouds go, isn't it possible to get rid of them in advanced world gen.

I'm not sure we need the distractions, but how about mod in an extra civ like the High Elves, Orcs, or something. Just something for a little extra flavor.

Um... hey how about we pick some colors to act as the fort's colors and ensure that there are dyes for the colors. It will make the clothing industry interesting and we will be able to see the Stonesense dwarves running around in the official fort colors.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **May 16, 2012, 10:30:14 pm**

If there's a mod that gives more dyes, we need that.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **May 16, 2012, 11:16:09 pm**

Quote from: Sizik on May 16, 2012, 10:18:17 pm
How's a 3x3 with half benign forest, half 58-level tall sinister mountain, and sand sound?

I sure like the sound of that geography.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **May 17, 2012, 04:18:24 am**

how much air has it got?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Johuotar** on **May 17, 2012, 04:43:38 am**

Posting to watch.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Niyazov** on **May 17, 2012, 09:27:35 am**

Quote from: Sizik on May 16, 2012, 10:18:17 pm
How's a 3x3 with half benign forest, half 58-level tall sinister mountain, and sand sound?

Perfect!

Quote from: EmeraldWind on May 16, 2012, 10:23:23 pm
Um... hey how about we pick some colors to act as the fort's colors and ensure that there are dyes for the colors. It will make the clothing industry interesting and we will be able to see the Stonesense dwarves running around in the official fort colors.

Hard to enforce due to migrants/ goblin clothes. I would say: emphasis on leather. Sliver barb is my favorite dye plant but I'm not sure that we'll be able to get it on a mountain.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **May 17, 2012, 11:05:53 am**

Quote from: MarcAFK on May 17, 2012, 04:18:24 am
how much air has it got?

158 z-levels above the flat area, which is most of the right half of the map.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Niyazov** on **May 17, 2012, 12:28:28 pm**

With the advent of minecarts we should probably agree on some sort of standard for hauling paths/intersections between levels, or it's gonna be hard for each subsequent supervisor to figure out what the heck is going on. Also, do we have running water on our embark? If not we should give serious thought to windmill placement since they require a straight shot all the way to the top of the map with no floors in between. I know the last tower used DWRs, but those are pretty lag-inducing.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebear** on **May 17, 2012, 01:57:18 pm**

Actually, the last tower's power source was designed as a precursor to the DWR, but it ended up not working that way.

Through some bug I haven't been able to figure out or reproduce, we managed to convince DF that the water basin we build on the 4th or 5th floor of the tower had flow. You don't even need the pumps running for the waterwheels to produce power up there. I think someone along the way even disconnected them. I really wish I could figure out how to exploit that.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **JacenHanLovesLegos** on **May 17, 2012, 02:37:48 pm**

A moment of silence for Skyscrapes 1.
Silence
Now for great epicness and death in Skyscrapes 2.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Daenyth** on **May 17, 2012, 03:06:28 pm**

I for one will not be satisfied without a dwarven rollercoaster going around the outside of the tower from top to the ground.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **EmeraldWind** on **May 17, 2012, 03:18:44 pm**

Quote from: Niyazov on May 17, 2012, 09:27:35 am
Quote from: EmeraldWind on May 16, 2012, 10:23:23 pm
Um... hey how about we pick some colors to act as the fort's colors and ensure that there are dyes for the colors.
It will make the clothing industry interesting and we will be able to see the Stonesense dwarves running around in the official fort colors.

Hard to enforce due to migrants/ goblin clothes. I would say: emphasis on leather. Sliver barb is my favorite dye plant but I'm not sure that we'll be able to get it on a mountain.

Good point. I just wanted an excuse to add some more color to the fort when we look at it in Stonesense.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **TurkeyXIII** on **May 17, 2012, 06:54:18 pm**

Quote from: Graebear on May 17, 2012, 01:57:18 pm
Through some bug I haven't been able to figure out or reproduce, we managed to convince DF that the water basin we build on the 4th or 5th floor of the tower had flow. You don't even need the pumps running for the waterwheels to produce power up there. I think someone along the way even disconnected them. I really wish I could figure out how to exploit that.

And here I thought you'd done that by design.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **May 17, 2012, 08:57:05 pm**

I actually have an entire lake that has flow in it in a different fort. haven't harnessed it though.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **May 18, 2012, 01:19:38 am**

I don't wat to be a killjoy but a half sinister map will be very challenging because of the undead and the lag they cause, also having mountain in the embark makes aboveground plants impossible to grow so we'll need to either dig some farms at the bottom (it'll be nice hauling those upstairs to the level 150 epic addy and diamond dining room) or use obsidian and mud to make some farms higher. But i'll support this location, if it becomes unplayable we could try a skyscrapes 3 or something.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Bastus** on **May 18, 2012, 07:48:38 am**

I would like to take a turn, too. There is just the problem that all my aboveground projects gone horrible wrong at some point so I am not sure if I can add something good.
But even if i can `t take a turn i would like to be dwarfed. Make me a Mason or Smith of some kind. Depending on whats free/needed.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **bmazero** on **May 18, 2012, 01:45:51 pm**

I'd like to play.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **May 19, 2012, 12:33:03 am**

I'll get started tomorrow (or actually later today).

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **May 19, 2012, 01:07:12 am**

the turn list's looking nice and full, sign me up please :D

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Betelgeuse** on **May 19, 2012, 04:48:27 pm**

I'd like to take a turn.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **May 19, 2012, 05:39:32 pm**

Guys. We have zombie wombats.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **May 19, 2012, 06:01:38 pm**

zwombats.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Betelgeuse** on **May 19, 2012, 08:25:31 pm**

Can we make sure there is a supply of lava relatively close to the surface? I have some plans in mind. :D

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **davros** on **May 20, 2012, 01:18:53 am**

Any chance of me joining?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **weq15** on **May 20, 2012, 10:51:45 am**

Quote from: JacenHanLovesLegos on May 17, 2012, 02:37:48 pm

A moment of silence for Skyscrapes 1.
Silence
Now for great epicness and death in Skyscrapes 2.

Skyscrapes 1 DON'T NEED NO SILENCE
it completed its goal of a 100 Zs and it died it the hands of funstuff with dwarfs sacrificing there selves to armok
THATS THE BEST WAY FOR A FORT TO GO OUT
its to good for silence

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Niyazov** on **May 20, 2012, 11:09:16 am**

Quote from: Sizik on May 19, 2012, 05:39:32 pm

Guys. We have zombie wombats.

Does the mountain biome resurrect?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **JoshBrickstien** on **May 20, 2012, 11:56:00 pm**

I think I'll have a turn on this one too! Looking forward to it!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Broken** on **May 21, 2012, 10:07:13 am**

Maybe i will take a turn later, if i can. Although i am still just a beginner.

Meanwhile, can i be dorfed? A doctor/jeweller, i f posible, or just jeweller.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **kaian-a-coel** on **May 21, 2012, 01:29:41 pm**

PTW. I read the previous and it was full of epicness like only DF can be.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sphalerite** on **May 21, 2012, 01:44:58 pm**

Please add me to the turn list.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **May 22, 2012, 07:41:46 pm**

How goes it, Sizik? Having any fun with mine carts yet?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **aussieevil** on **May 25, 2012, 03:02:31 am**

Dorf me as a mechanic or engraver while I still figure out how to work 34.x...

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **May 25, 2012, 03:08:50 am**

Quote from: aussieevil on May 25, 2012, 03:02:31 am
Dorf me as a mechanic or engraver while I still figure out how to work 34.10...

ftfy

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Crossroads Inc.** on **May 25, 2012, 07:19:15 am**

With my Experiance building Roadtruss (<http://www.bay12forums.com/smf/index.php?topic=105272.msg3117593#msg3117593>) I might wish to sign on for this
I would LOVE to see the tower this time around be a bit more 'organized" and hopefully artdeco.
I am WELL known elsewhere as an ""Architect Curmudgeon"" and I am sure that will be put to use here.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Betelgeuse** on **May 27, 2012, 08:30:14 pm**

How are things going?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **May 30, 2012, 01:08:58 pm**

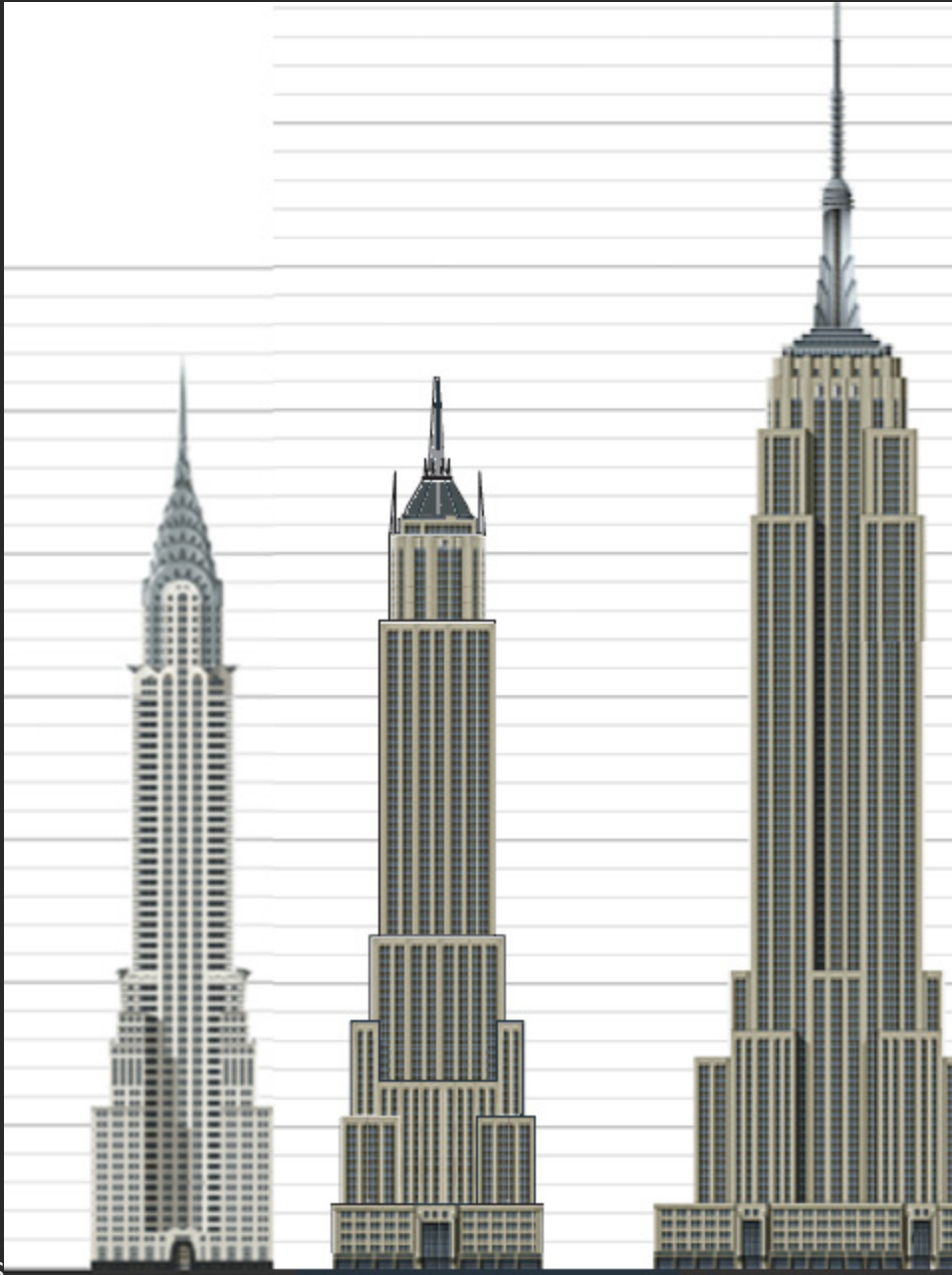
Sizik, Engineer withdraws from society...
Sizik sketches pictures of a clock.
Sizik sketches pictures of the Fresh Prince.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **EmeraldWind** on **May 30, 2012, 08:21:09 pm**

Quote from: Sizik on May 30, 2012, 01:08:58 pm
Sizik, Engineer withdraws from society...
Sizik sketches pictures of a clock.
Sizik sketches pictures of the Fresh Prince.

Crap, he's gone in a strange mood and is making MIB4. Don't let him get that clock!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Crossroads Inc.** on **May 30, 2012, 10:50:45 pm**



Put me in charge, and I'll make THIS
<note, the tower in the middle>

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **May 30, 2012, 11:50:18 pm**

@ Crossroads, the tricky part is fulfilling your vision during your turn, while others have gone before you and still more wait in the wings.
With only 1 year and a limited number of Z's to work with, you're forced to acknowledge and embrace the peculiar madness of those who've come before and will come after you.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Crossroads Inc.** on **May 31, 2012, 12:01:12 am**

Ah... that is assuming that each person goes off and builds their own wild craxy idea of a Super Tower during each turn.
Under ME, I, The ""**Architect Curmudgeon**""[i] Shall RULE wiht an Iron fist, and shall organize the others under my Curmudgeon Leadership.
The others may build the fort, the interior, they can carve as they wish, but the Tower. Oh yes, the tower shall rise to MY Perfect Plan!

ha, ha ha HA, MWAH HAA HHAA **MWAH HAA HAA HAA HAAA!!!**
(Thunder Booms)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MadeOfStarDust** on **May 31, 2012, 03:18:28 am**

Add me to the turn list please. This will be my first succession fort and I'm excited to see what ~~awesome constructions~~ FUN I can add to the project.

If for some reason I am incapable to continue my turn, dorf me as a bone carver/engraver.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 03, 2012, 10:09:29 pm**

Quote from: Sizik on May 30, 2012, 01:08:58 pm

Sizik, Engineer withdraws from society...

Sizik sketches pictures of a clock.

Sizik sketches pictures of the Fresh Prince.

Are you saying that you're building a clockwork version of west Philadelphia?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Niyazov** on **June 03, 2012, 11:54:32 pm**

What's that tower in the middle? It looks kind of like the Woolworth building but taller and with different stepping on the sides.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **June 04, 2012, 12:40:05 am**

i'm unfamiliar with it, it looks inda like the empire state and the chrysler had a baby...

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Prometheusmfd** on **June 04, 2012, 10:06:21 am**

I would like to sign up for this as well. I literally just finished reading the old thread and am convinced I need to assist in making such a brilliant project as well.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Crossroads Inc.** on **June 04, 2012, 11:30:26 am**

Quote from: MarcAFK on June 04, 2012, 12:40:05 am

i'm unfamiliar with it, it looks inda like the empire state and the chrysler had a baby...

that is kind of the case...

it is a tower of my own design, it is what I based 'Raodtruss" on, but I could only get 66zlevels on that map. To build it "to scale" it would be about 200 >:)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **InfinityWEAPON** on **June 04, 2012, 03:55:09 pm**

Alright, this sounds too good to pass up. Can I have a spot on the turn list? And if possible, could I be dorfed as a Grower or Engraver?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **June 04, 2012, 04:22:44 pm**

Can I sign up for a turn?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Dustylou2** on **June 04, 2012, 08:36:12 pm**

Not interested in a turn right now, but can I be dorfed? Marksdwarf or siege operator, if possible.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Crossroads Inc.** on **June 06, 2012, 01:20:38 pm**

Any word from Siz recently? Want to know when the game starts :D

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **timferius** on **June 06, 2012, 01:24:29 pm**

I believe he pulled up in a cab around 7-8, haven't heard from him since.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **June 11, 2012, 04:01:42 pm**

It is now later, and time to smell.

I've not really had the **time** nor the **will** to get started at the moment, what with having a full-time summer internship, so I'm going to pass it off to Graebeard for now.

Here's (<http://dffd.wimbli.com/file.php?id=6480>) the save so far, I made it to early summer.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 11, 2012, 06:22:14 pm**

Huzza! We shall commence. I'll go ahead and play to the end of the second year, if that's alright, and then off to melkor!

Edit: Huzza for 17 hour work days. Looks like I won't have a chance to look at this today. But soon. Soooooooooooooon.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Crossroads Inc.** on **June 12, 2012, 07:21:09 am**

Sizik, did I not get onto the list in time to play?
Did not see my name on there :(

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **June 12, 2012, 11:57:01 am**

Quote from: Crossroads Inc. on June 12, 2012, 07:21:09 am

Sizik, did I not get onto the list in time to play?
Did not see my name on there :(

You never explicitly said that you wanted a turn.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **bmaczero** on **June 12, 2012, 12:44:33 pm**

Yeah, here we go!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **June 12, 2012, 02:40:53 pm**

Mind if I join the fort too? (If the fort survives 22 years ;))

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Crossroads Inc.** on **June 12, 2012, 02:42:01 pm**

Quote from: Sizik on June 12, 2012, 11:57:01 am

Quote from: Crossroads Inc. on June 12, 2012, 07:21:09 am

Sizik, did I not get onto the list in time to play?
Did not see my name on there :(

You never explicitly said that you wanted a turn.

Awww :(
Shoot I should have been more clear..
Well yes I would like a turn then if possible :)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Daenyth** on **June 13, 2012, 04:30:51 pm**

Excellent! I can't wait to see what the previous æœœns glorious overseers leave me.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 13, 2012, 05:39:26 pm**

Alrighty, I'm one season into the second half of Sizik's turn. I can tell this is going to be a lot more challenging than the last round.

First of all, there's the constant onslaught of undead chinchillas, wombats, and miscelaneous birds. Turns out fighting the undead gives some pretty bad thoughts. Right now I'm really hoping not to end up with a berzerk woodcutter or miner slaughtering the rest of these fools.

The cliffs on this map are pretty dramatic. Certainly the most sheer I've seen since 40d. I'm really looking forward to seeing how we end up integrating them.

Prospected down a few levels so far. Lots of gems, but haven't run across any metals. We may have to rely on goblinite.

The map is deeper than I expected. The bottom layer is 180ish levels below the surface. Not sure how that's distributed, though, and how far away magma is.

Lots of trees on the surface. I usually don't build constructions with wood, but it's easy and accessable so I'm using it now while I churn out blocks. Once I don't need them for walls and floors I'll probably switch the wood over to glass production.

General fortress design is still up in the air. I think I'm going circular, but I'm trying to keep it interesting. Right now my priority is sleeping/eating space for everyone. Stepping in at turn 7 last time I didn't really appreciate all the little challenges with not being able to burrow underground quickly.

Edddit. Looks like it freezes in the winter. Didn't see exactly when, but it's 11 Timber right now. I'm trying to set up a pond-draining underground cistern (which will actually be easier while everything's frozen). Hopefully no one gets injured before the thaw. I've failed at these in the past, so I'm hoping my design is sufficiently tweaked.

With no river the only traditional renewable source of water will be (possibly) the caverns. I encourage someone down the line to take a crack at securing one or both once we have an army of masons. One unconventional option for water production might be an ice and magma based water multiplier. With sufficient acumen this could be combined with a freezing trap or other unnecessarily dangerous contraption.

Quick question along these lines: If I cast an obsidian room above ground, dig (not channel) it out, and fill it with water, will the water freeze in the winter? In other words, (if I understand correctly) will the dug-out tile be subterranean?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **EmeraldWind** on **June 13, 2012, 11:27:52 pm**

If it is considered Above Ground then it will always be Above Ground. If it is Above Ground, water will freeze.

So the Tower will need an underground water cistern. Or magma heated water. (Does that even work?)
This will prove to quite the challenge, I think.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 13, 2012, 11:32:57 pm**

Quote from: EmeraldWind on June 13, 2012, 11:27:52 pm

If it is considered Above Ground then it will always be Above Ground. If it is Above Ground, water will freeze.

So the Tower will need an underground water cistern. Or magma heated water. (Does that even work?)
This will prove to quite the challenge, I think.

It does work, but I haven't tried it in a couple of years. I think for a while (maybe still?) the magma had to be moving. Alternating 3/7 and 4/7 would do it, but stationary 7/7 wouldn't. Not sure if that's the case now. Either way, I don't think it'll be me finding out. I don't want to breach the caverns yet so it's up to someone else to implement magma.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Daenyth** on **June 14, 2012, 11:29:08 am**

Since you're setting the foundation I'd like to request that you do keep it roughly circular, and can we have room for a minecart double helix around the edge, from bottom to top? It just seems right.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **June 14, 2012, 03:55:55 pm**

Quote from: Graebeard on June 13, 2012, 11:32:57 pm

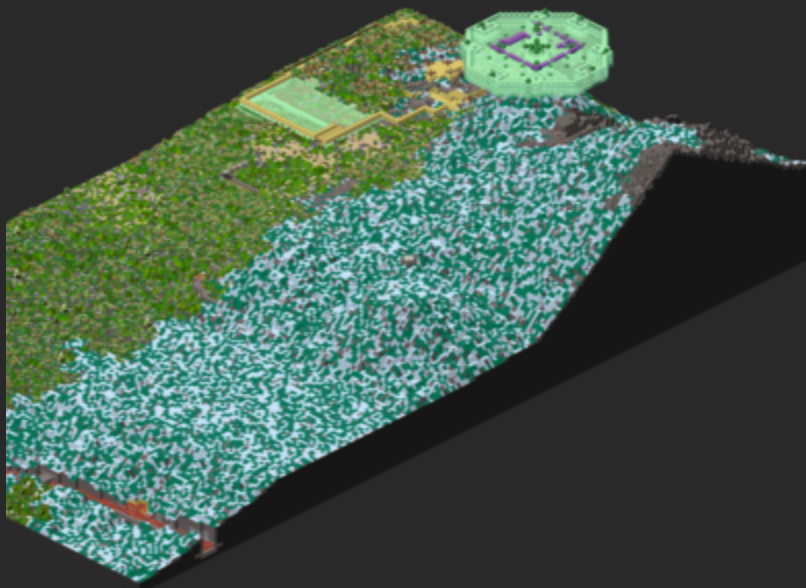
Quote from: EmeraldWind on June 13, 2012, 11:27:52 pm

If it is considered Above Ground then it will always be Above Ground. If it is Above Ground, water will freeze.

So the Tower will need an underground water cistern. Or magma heated water. (Does that even work?)
This will prove to quite the challenge, I think.

It does work, but I haven't tried it in a couple of years. I think for a while (maybe still?) the magma had to be moving. Alternating 3/7 and 4/7 would do it, but stationary 7/7 wouldn't. Not sure if that's the case now. Either way, I don't think it'll be me finding out. I don't want to breach the caverns yet so it's up to someone else to implement magma.

I have done that before, to an entire brook.
It was long so I had to heat it from the top and bottom for even coverage, the bottom is contained and the top flows off the edge of the map.



(http://fc08.deviantart.net/fs71/f/2011/304/c/0/screenshot9_by_arclance-d4emu8y.png)

- Here is what you need to know about heating water with magma.
1. The magma must be moving to heat the water, 4/7 to 5/7 seems to work the best.
3/7 can evaporate over time because you get 2/7 in some places.
 2. You can only thaw one layer of water at a time so large cisterns may be impossible.
This will work for wells if you also heat the room the well is in from the ceiling.
 3. Magma does not heat water from the sides only top and bottom.
This means you can not have heated columns of water that keep cisterns filled and above ground waterfalls/waterworks will freeze in winter.
 4. Mist generators work if you heat the pumps from the top and the space below from the bottom.

For a tower you may want to see if dfhack can change some of the tower to be indoors or have a higher temperature.
You can also turn temperature off while everything is thawed but then magama won't burn or melt things anymore.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **EmeraldWind** on **June 14, 2012, 10:01:26 pm**

Quote from: arclance on June 14, 2012, 03:55:55 pm

For a tower you may want to see if dfhack can change some of the tower to be **indoors** or have a higher temperature.
You can also turn temperature off while everything is thawed but then magama won't burn or melt things anymore.

The only problem here is indoors doesn't stop water from freezing. It is Above Ground/Underground Status.
Any space that has a roof above it is considered Indoors, but any space that has been exposed to the sky is considered Above Ground forever.

It looks like if we want water in the tower we need a magma bloodline. It might be worthwhile to devote a two z-levels (one for water, one for magma) of the tower for this purpose. If the magma needs move and get up that high we will need power. But windmills will be hard to deal with in a fort that might accidentally built something high above them (I'm pretty sure that windmills need to be considered Outside to work and an accidental roof could make that tile Inside). Plus there's the danger of the machine freezing if too cold.

Waterwheels are also equally unlikely. Would it be against the general idea of the fort to construct a floating flow? That is a tank of water high up that has perpetual flow. A perpetual flow requires water to flow off the map, by either getting absorbed by an aquifer or literally off the map. The game marks the water as having permanent flow. Then you simply dam it up and leave it mostly filled (as 7/7 doesn't realize it is flowing). That seems a little undwarven and a bit cheap though. Plus there is still the potential to freeze unless the water is the magma-heated water. Which means we'd still need power to get the magma up there.

Ah, this is interesting and fun. It's vertical thinking. I'm so used to thinking down and across; thinking upward is kind of fun.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **June 14, 2012, 10:35:13 pm**

Yes the only downside to using magma is that you are limited to simple water uses.
Specifically nothing where water moves between more than two z-levels will work year round.

This means that mist generators (tested but you may still get the occasional dwarfsicle if you don't block the water squares), water reactors, and 1z deep cisterns work.
But more elaborate things like waterfall filled towers (what I was 1/3 of the way done with in my screenshot) don't work unless you do one of these things.

1. Change the temperature inside the tower with dfhack.
2. Turn off temperature when everything is thawed (what I did to check if my tower even worked).
3. Embark somewhere that does not freeze in the winter.

If you have the hospital inside the tower it will need to be like this for patients to be able to get water (side view).

Code: [\[Select\]](#)

```
MMMMMMMM
fffffffff
ffffwffff
WWWWWWWWW
fffffffff
MMMMMMMM

M = magma
f = floor
w = well
W = water
```

Otherwise the water will freeze before it gets to the patients.

I can post some screenshots of my eternally thawed brook if you want to see them.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **June 15, 2012, 10:09:23 am**

What happens when a waterfall freezes? Does the midair water turn to ice and cause cave ins?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **June 15, 2012, 10:24:11 am**

I don't know.
I have never played a map with a natural waterfall that froze in the winter.
I think the wall behind the waterfall would support the ice block if it did happen in most cases.
That sounds like something we would have heard about if it did though since it would be hilarious.

Code: [\[Select\]](#)

```
Winter is upon you.
A section of the cavern has collapsed!
Urist McCarpHunter has died after colliding with an obstacle.
```

Edit:
I took a look at the save to see what the embark looks like and two things come to mind.

1. Whoa that's a really tall cliff.
2. I agree unless you find water in a cavern, you will need to hook all the ponds up to an underground reservoir and hope it rains a lot.
You might try heating the ponds from the bottom with magma to see if you can collect snow as well.

Quote from: Graebeard on June 13, 2012, 05:39:26 pm

```
Quick question along these lines: If I cast an obsidian room above ground, dig (not channel) it out, and fill it with water, will the water freeze in the winter? In other words, (if I understand correctly) will the dug-out tile be subterranean?
```

It's a good idea but I don't know, you would have to test it.
If it was going to work it would have to be like this. You must never poke any holes in the top layer of obsidian.

Code: [\[Select\]](#)

```
0000000 0000000
0000000 0 w
0000000 --> 000 000
0000000 0WWWWWX
0000000 0000000
```

O = cast obsidian
W = water
X = floogate/door/drawbridge
w = well

You can test the concept by casting a 3x3x3 cube of obsidian on the ground and then digging an up/down stair into the center from the bottom.
Then check if the center of the cube is considered underground or above ground by the game.
If it is underground it should work.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 16, 2012, 01:10:07 am**

Winter was brutal, but at least it was short.

[Spoiler: Spring!](#) (click to show/hide)
(http://tnypic.net/)
Laying out the bedrooms on level 3

[Spoiler: Spring Stocks](#) (click to show/hide)
(http://tnypic.net/)

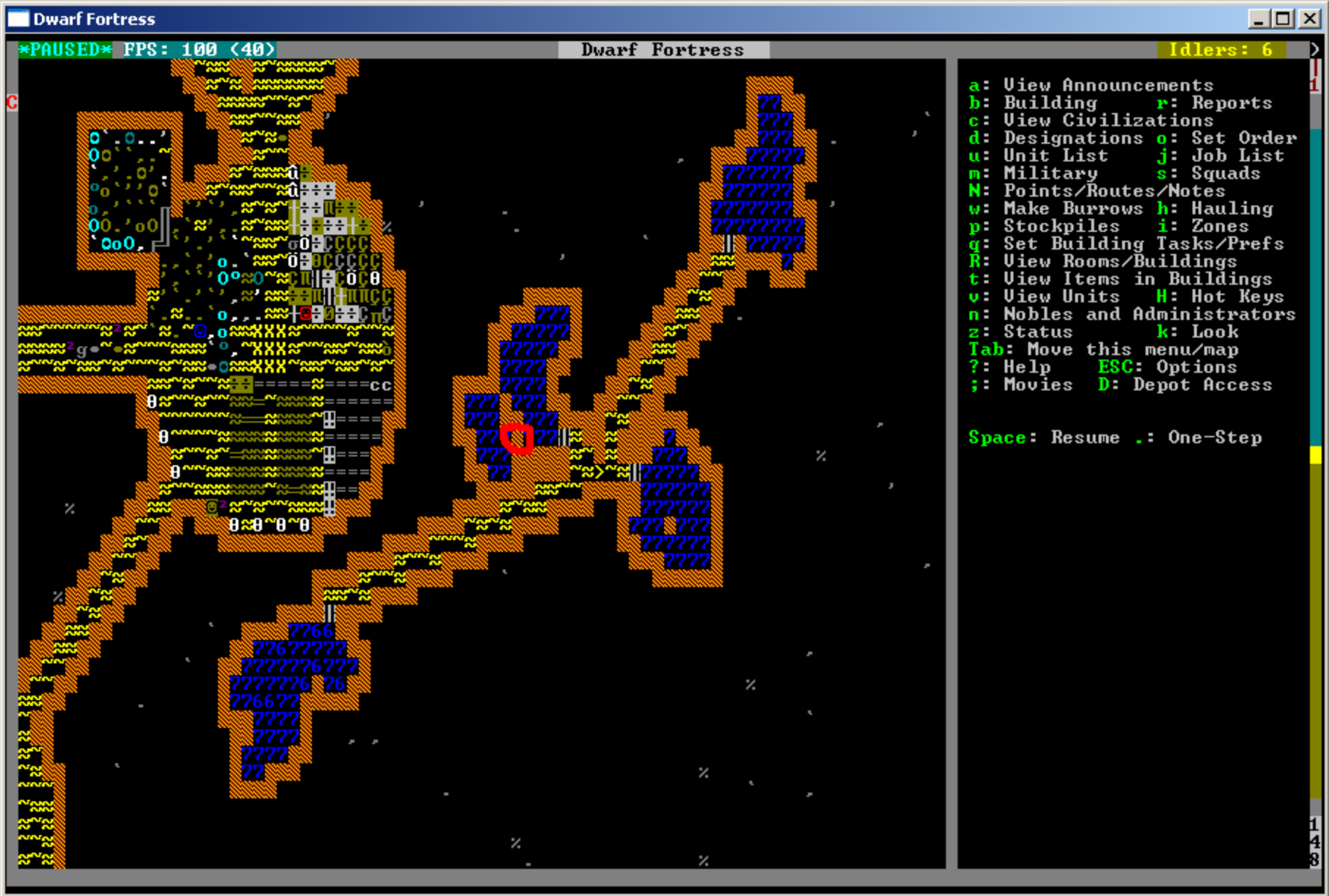
[Spoiler: A Winter Wonderland](#) (click to show/hide)
(http://tnypic.net/)
Note the cliffs to the left. Lots of blue bubble bulb growing underneath the snow.

With the thaw it's about time to throw the switch on the pond-drainer. Wish me luck!

[Spoiler: Springtime in the air](#) (click to show/hide)
(http://tnypic.net/)
For the curious, snowmelt is around 7th Granite and icemelt is around 22 Granite.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **June 16, 2012, 01:34:05 pm**

Looks good but I recommend you channel this out to maximize flow.
[Spoiler](#) (click to show/hide)



Those two ponds are connected by a diagonal right now which will increase water loss due to evaporation.

Quote from: Graebeard on June 13, 2012, 05:39:26 pm

Quick question along these lines: If I cast an obsidian room above ground, dig (not channel) it out, and fill it with water, will the water freeze in the winter? In other words, (if I understand correctly) will the dug-out tile be subterranean?

I tested this myself and unfortunately it does not work it is still considered to be above ground.

[Spoiler](#) (click to show/hide)



(<http://imgbox.com/aakwt5Qu>)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **EmeraldWind** on **June 16, 2012, 09:57:56 pm**

Quote from: Sizik on June 15, 2012, 10:09:23 am

What happens when a waterfall freezes? Does the midair water turn to ice and cause cave ins?

I can answer this. In the case of a standard waterfall the walls of ice are held up by adjacent walls like another natural or constructed walls. Since in natural waterfalls there always a wall or floor, it will just freeze.

If there are no walls to stick to they will collapse.

In my second successful fort, I had dining rooms behind a natural waterfall. There were never an collapses even after I mined out the wall behind the waterfall to allow mist in (which still prevented collapses due to the natural floor). My only problem in this situation was that dwarves loved to stand on the accessible ice floors in the waterfall and usually decided to do this when they wanted to watch the waterfall thaw in Spring. It took me a couple years to figure out why at the end of Winter a bunch of dwarves and animals suddenly ended up at the bottom of the waterfall.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 17, 2012, 03:04:19 pm**

Looks like the neighbors finally came over to welcome us!

[Spoiler: Welcome, Tadin!](#) (click to show/hide)
(<http://tnypic.net/>)

Edit: Don't walk your caged necromancers to the communal cage in the dining hall past your butchers shop. Trust me.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 18, 2012, 11:42:17 pm**

Doublepost!

Winter has begun. With it arrived the dwarven caravan and, just steps behind, a goblin ambush. At least we'll get some armor even if we don't get to trade with the homeland...

Pics and more to follow (hopefully) tomorrow.

Title: Re: Skyscrapes 2: Scrape Harder! (succession)
Post by: EmeraldWind on June 20, 2012, 09:25:24 pm

:o
Oh crap, I just thought of something awesome.

We should make a time lapse gif of the fort being built using Overseer!
At the end of each year we take a screen shot of the fort in progress and then string them together in animation.

Then when we are done we have a cool gif of the fort growing.
Anyone else like this idea?

Title: Re: Skyscrapes 2: Scrape Harder! (succession)
Post by: Japa on June 20, 2012, 09:31:12 pm

That is indeed a good idea. Fortunately, with the way overseer works, you can just export a copy of the fort each season and load them up later sequentially.

Title: Re: Skyscrapes 2: Scrape Harder! (succession)
Post by: xczxc on June 20, 2012, 11:38:28 pm

If there are no evil clouds nearby, sign me up for a turn!

Title: Re: Skyscrapes 2: Scrape Harder! (succession)
Post by: Graebeard on June 21, 2012, 02:01:04 am

That is, indeed, a great idea! Now I'm kicking myself for getting rid of the temptation to savescum by turning off backups... I don't have a save for the end of year 1. I guess we could always just use Sizik's save to start

In other news, I just finished another 17 hour day (9:00 am to 2:00 am), which is my excuse for being so bad at timely updates. The end of the year is approaching, though! My fiance is already asleep, so she can't yell at me for staying awake playing DF when I have to be back at work in 7 hours.

Onward!

Terrahex, I... I'm sorry. I failed you. He just wouldn't stay down...
Spoiler: Terrahex's last stand (click to show/hide)
][URL=http://tnypic.net/] (http://[URL=http://tnypic.net/])[/url]

Edit2: I know this is getting old, but I'm having a really hard time finishing with my workload right now. I just finished working 19 hours straight. On a Sunday. And I have to be back in less than 4 hours. Ugh.

I promise I haven't forgotten about y'all.

Title: Re: Skyscrapes 2: Scrape Harder! (succession)
Post by: Graebeard on June 30, 2012, 10:05:53 pm

Year 2 is finished! Here's the save (http://dff.d.wimbli.com/file.php?id=6598). Lemme message melkor, brb with more.

Edit: Ok, here's the deets.

We decided to really go for it this time, right? We've got a taller map, so we might as well have a bigger footprint, too.
Spoiler: Footprint (click to show/hide)
(http://tnypic.net/)

This will keep it circular, but it's a little more interesting and won't just be a repeat of the last one. It also should be fun to see each of the satellite towers progress at different rates and do different things. I've got the North East tower housing the Depot on the 6th floor. I'm hoping people do crazy things with these like turn them into 3d mazes, make 10 story personal mansions, or create artificial, above ground volcanoes.

melkor, if you're interested in following the pattern I left inaccessible digging designations as reference points. I used these as I laid out walls in case you're wondering what the hell they were for.

I didn't get very deep. The central bore hole is most of the way through the 9th level. Since we're not using the underground I decided to channel my way down rather than dig. The underground central staircase (and the well, which unfortunately must be underground for now) is walled in just in case anyone decides the shaft would look better if it were filled with magma.

Players should be ready for plenty of undead. We have these guys just hanging out with us:
Spoiler: Guests (click to show/hide)
(http://tnypic.net/)
Plenty of undead kea have fluttered in to say hello. Oh, and I'm not sure if it was a 5th necromancer just wandering around or if the west side of the map was raising them, but we had a couple of goblin corpses really causing problems for a while.

I'll wrap up with some more pictures:
Spoiler (click to show/hide)
(http://tnypic.net/)
This is the bedroom template I used. There are 2 floors of this for a total of 64 bedrooms. Mine is the larger one on the NE with the green tourmaline windows. The other one on the NW is Sizik's. He's in there right now counting seeds or some such.

(http://tnypic.net/)
The wagon-accessable depot is six floors up. That cart track you see there from the central tower is my very first experiment with minecarts. I hope it works.

(http://tnypic.net/)
I decided to start hollowing out this 12 level tall hill because, well, it was there and I needed the chert. I'm really curious what's going to happen to this.

I'm going to try getting a shot of this with overseer a bit later.

Title: Re: Skyscrapes 2: Scrape Harder! (succession)
Post by: Japa on July 01, 2012, 12:29:28 am

You missed something (https://dl.dropbox.com/u/26344757/screenshot2.png)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **EmeraldWind** on **July 01, 2012, 01:07:28 am**

Reaction to Turn: Whoa! :o That foot print is way different than I expected to see!

Reaction to Japa: HOLY SCHIST!

:P I am really looking forward to watching this one grow!

Reach for the skies dwarves!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 01, 2012, 01:29:44 am**

It crippled my laptop taking these pictures, but I think they turned out well. Those cliffs are super intimidating.

Spoiler (click to show/hide)
(http://tnypic.net/)
Overhead of the map

(http://tnypic.net/)
Looking up the cliffs.

(http://tnypic.net/)
View from the peak.

Seriously. We have 100z *starting from the top of those cliffs*.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **melkor** on **July 01, 2012, 06:42:39 am**

downloading the save

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **July 01, 2012, 01:02:26 pm**

Ok, that's pretty cool.

Also, could you upload a map to DFMA?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 01, 2012, 02:22:00 pm**

Yes, when I get back to my laptop. Back in the office now :'(

Sizik, could you line me up for another turn at the end of the list?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **July 04, 2012, 12:43:05 am**

Quote from: Japa on July 01, 2012, 12:29:28 am
You missed something (https://dl.dropbox.com/u/26344757/screenshot2.png)

Thank you so much fopr fixing full screenshots, that looks amazing.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **melkor** on **July 05, 2012, 11:22:15 am**

sorry real life stuf came in the way skip me

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 05, 2012, 12:11:44 pm**

Ok, it looks like Niyazov is up next. PM fired away!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 08, 2012, 12:50:15 am**

Haven't heard back from Niyazov yet...

We haven't exactly been strict about timing so far, but I bet people would appreciate it if things kept moving.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **July 11, 2012, 07:17:00 am**

Yeah, it's been nearly a week since you PMed, and just over a week since they were last on, so it's now Daenyth's turn.

I suggest an allotted time to start one's turn of one week since the PM was sent, or one week since the person was last online, whichever comes first (minimum one day).

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Daenyth** on **July 11, 2012, 08:32:28 am**

I'll try to get it started tonight. Where's the save?

Also what game year is it? I'd rather pick up around year 4 or 5.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 11, 2012, 09:45:35 am**

The save (<http://www.bay12forums.com/smf/index.php?topic=109564.msg3415699#msg3415699>) is up over here.

If someone down the line would like to swap turns with you and play right away you should hit them up.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **July 11, 2012, 10:55:55 am**

You can choose to skip yourself, and pop back at the front of the line at any time.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Megaman3321** on **July 11, 2012, 11:10:26 am**

Hello! Nice for so far. Could I get a dorf and a turn please?

Name: Megaman
Profession: preferably cheesemaker

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 14, 2012, 01:44:44 am**

Bippity bamp.

How goes the turn so far Daenyth?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Daenyth** on **July 14, 2012, 10:21:51 am**

Been busy with work this week, so I should be starting it today.

What's the status with the undead? Is there a safe spot to put them down?

Any pressing matters that the fort is in need of solving?

I plan to try to make a delve for magma and set up a hipster forge, hopefully it's not too low. While the fort is young I want to start crosstraining in weaponsmith/armorsmith for all dwarves who don't have moodable skills. Bringing them up to dabbling should suffice, a stack of bolts is enough, or a shield I can re-melt or use for training.

Is there a burrow/alert configured in case of siege?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 16, 2012, 09:13:13 pm**

Quote from: Daenyth on July 14, 2012, 10:21:51 am

Been busy with work this week, so I should be starting it today.

What's the status with the undead? Is there a safe spot to put them down?

It's tough to tell whether it's auto-reraise or it it's necromancers, but I think they stay dead so long as they make it down off the cliff.

Quote from: Daenyth on July 14, 2012, 10:21:51 am

Any pressing matters that the fort is in need of solving?

I didn't focus much on the military, relying more on traps than soldiers. I think I tagged some people that I wanted to put in the military, but I can't remember whether I actually got around to putting them in or equipping them.

Quote from: Daenyth on July 14, 2012, 10:21:51 am

Is there a burrow/alert configured in case of siege?

Yes, there's only on burrow so far. If a siege comes I recommend closing the ground-level bridge. I meant to secure the depot entrance better (and make it necessary for wagons to spawn right next to that entrance, but I think I messed up those bridges.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Daenyth** on **July 18, 2012, 10:31:27 am**

I think you need to skip over me. I don't have time for this right now. Can you bump me by about 5 turns?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **July 18, 2012, 10:56:56 am**

Okay, on to NCommander.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **NCommander** on **July 20, 2012, 02:35:27 am**

Quote from: Sizik on July 18, 2012, 10:56:56 am

Okay, on to NCommander.

Hate to continue the trend, but I've got limited connectivity and virtually no free time for the next two-ish weeks. Please bump me down a few turns (I may beable to play earlier but can'tsay for certian)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **July 20, 2012, 03:12:59 am**

That leaves me 8th in line, unless the trend continues.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **July 20, 2012, 06:37:23 am**

Quote from: NCommander on July 20, 2012, 02:35:27 am

Quote from: Sizik on July 18, 2012, 10:56:56 am

Okay, on to NCommander.
Hate to continue the trend, but I've got limited connectivity and virtually no free time for the next two-ish weeks. Please bump me down a few turns (I may beable to play earlier but can'tsay for certian)

I'll put you down as voluntarily skipped, so you can jump in line at any time you want.

Next is wypie.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **wypie** on **July 20, 2012, 11:53:16 pm**

I will start my turn soon

Edit: I looked at the save and my mind exploded..... HOW THE FUCK DO YOU DO THAT IN TWO YEARS?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 21, 2012, 05:51:11 pm**

Yes, progress!

It's all about job management. Miners on mining duty only. Cutters cutting. Bajillions of masons mason...ing.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **wypie** on **July 21, 2012, 08:31:45 pm**

Hey sorry guys but I had some stuff come up so I cant do my turn.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **July 21, 2012, 09:03:21 pm**

Ok then, billybobfred.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **billybobfred** on **July 23, 2012, 12:49:33 am**

Oh, hey, skyscrapes.

eta: wow, just about *everyone* got skipped, huh?

... can't say the same won't happen here, unfortunately, but i'll at least try first.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **July 23, 2012, 07:31:41 am**

Also, note to everybody: If you take a turn but can't finish it, at least upload the progress you made so that the time you took wasn't in vain.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **July 24, 2012, 08:55:21 am**

Quote from: billybobfred on July 23, 2012, 12:49:33 am

eta: wow, just about *everyone* got skipped, huh?

Yeah, this succession game is having some real problems getting off the ground.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **billybobfred** on **July 26, 2012, 09:36:07 pm**

right, so, the plan is for me to play on saturday

if someone thinks they are capable of getting an entire turn in between now and then, they may do so

this is easier than it sounds, since the turn in question would still be year 2

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 26, 2012, 11:46:54 pm**

Action!!!

I would be tempted to take a turn, but for (1) there's no way I could play tomorrow and (2) other peeps need to get up on this.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **July 26, 2012, 11:48:33 pm**

Question: If I took this turn now, would I keep my turn later?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **July 27, 2012, 10:09:33 am**

Well, your turn is immediately after this one, so I think that would be a bit too soon.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **billybobfred** on **July 28, 2012, 04:20:32 pm**

Spoiler (click to show/hide)

3rd Granite, 103

I have no idea what I'm doing. I think we need food and booze, right? Also, a military, I guess.

14th Granite

We are dwarves and we're digging a hole. Diggy diggy hole.

I don't know *why*, but who am I to question the previous overseer?

9th Felsite

I am trying to build here. Why is this so difficult. We have lots of rocks, the miners are producing one metric assload as they dig down for magma.

16th Felsite

Undead, hooray. And by "hooray" I mean "go away".

23rd Felsite

ZERG RUSH KEKEKE

3rd Hematite

The undead siege is broken, at the cost of over half our dwarves' lives. I AM GOOD AT MILITARY

13th Hematite

Everydwarf is absolutely miserable. I should build a mist generator to take care of that.

1st Malachite

nobody is doing anything they are all too busy throwing tantrums sgjksdfhglkj stop that

... So, turns out I'm not all that good at handling undead!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **July 28, 2012, 08:02:49 pm**

Yeah, I should probably have focused more on military...

Ah well, you can't make an omelet without killing dozens of dwarfs and driving the rest to the brink of sanity, amirite?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **July 28, 2012, 09:33:47 pm**

Last time we were pretty lucky, what with there being no goblins to siege us.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **August 01, 2012, 06:01:24 pm**

Live.

LIIIIIVE.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **billybobfred** on **August 02, 2012, 12:21:00 am**

Mm. I think I should upload the save even though I'm not finished with the year, because between work and KH3D, I'm not likely to do any dwarfing for quite some time.

e: Here (<http://dffd.wimbli.com/file.php?id=6737>).

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **August 02, 2012, 10:43:31 am**

Alright, Japa.

I believe. I believe you can do it.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **August 02, 2012, 11:46:16 am**

I believe, I believe I can do it.

I will do it.

I must do it.

...

Starting tomorrow.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **August 06, 2012, 04:08:12 pm**

Quote from: Japa on August 02, 2012, 11:46:16 am

I believe, I believe I can do it.

I will do it.

I must do it.

...

Starting tomorrow.

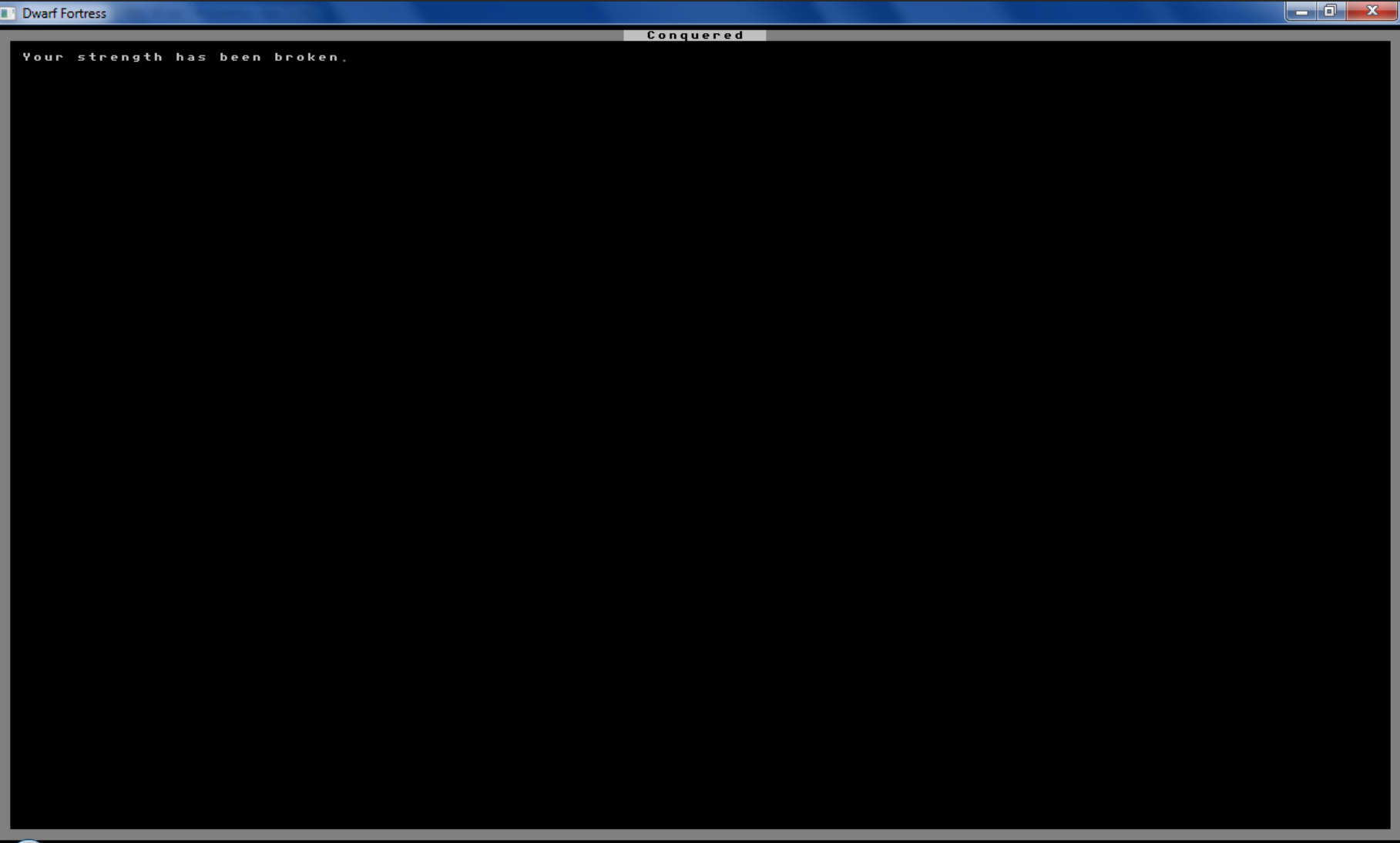
Which tomorrow?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **August 06, 2012, 09:40:10 pm**

Shit, um.... ight now?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **August 08, 2012, 03:33:45 am**

Uuuuhhhhhh.....



Sorry?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **billybobfred** on **August 08, 2012, 01:17:52 pm**

Hell on a stick, do we suck at military things.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **August 08, 2012, 01:32:40 pm**

I don't know about we, but i certainly do.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **August 08, 2012, 01:39:31 pm**

What killed you?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **August 08, 2012, 01:42:47 pm**

Goblin invaders.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **August 08, 2012, 01:52:10 pm**

I take it nobody installed a front door or a panic room?
If you are going to focus on construction in the early years of your fort you need one of those since your military won't be able to win through numbers or superior equipment.
The equipment win might be possible without the confusion of changing overseers slowing down industry development and military organization.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **August 08, 2012, 03:28:45 pm**

Ooof. I'll take a big chunk of credit for that, since I thought I'd be fine with just traps and ignored the military...

Turns out having invaders makes things a bit tougher.

So, are we reclaiming or savescumming?

:P

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **August 08, 2012, 03:48:01 pm**

Since Japa did not post any story entries or a new save I vote savescum.

@ Japa
How long did you play before the goblins killed you?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **August 08, 2012, 05:21:08 pm**

I got till near the end of winter.
And I think it's best if somebody else takes the save who's competent. I'm really more of an architect than a fighter.
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: Graebeard on August 08, 2012, 06:04:12 pm</div></div>
I guess it goes to EmeraldWind, then?
I would be ok with moving your turn down a few places so you'd have a chance to build if you wanted, but that's up to Sizik.
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: Sizik on August 08, 2012, 08:22:30 pm</div></div>
I'll put Japa in the voluntarily skipped, so he can jump in at any time.
EmeraldWind's turn.
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: EmeraldWind on August 09, 2012, 09:16:20 am</div></div>
Oh my. That came up fast.
Edit: Competent. I just watched the end of Hellcannon! It is time to condemn redeem myself!
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: bmazero on August 09, 2012, 07:35:11 pm</div></div>
I don't think we're scraping hard enough!
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: EmeraldWind on August 10, 2012, 11:54:36 pm</div></div>
:-[I hate to say this, but I'm having a bit of trouble feeling in the mood to play this fort. I just killed Hellcannon and that disaster kind of left me drained (Even if I didn't play a whole lot it). Plus I'm having trouble finding time to do it as well. I'm sorry, but I think I have to fold for now.
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: Sizik on August 13, 2012, 07:49:49 pm</div></div>
Alright, on to Daenyth.
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: Sizik on August 14, 2012, 05:40:04 am</div></div>
Daenyth passes, on to Bastus.
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: Bastus on August 14, 2012, 02:48:49 pm</div></div>
My Turn already? This was faster than expected. Which one was the last Save? The one from billybobfred?
I should look at the the front page before posting stuff.
Edit: Okay, I just finished my first tour through the fort. Hell, this is a mess. No militray. No Graveyard, but alot of dead dwarves. No doctor but some injured fellows. One inecperienced Miner. I will try to stomp out some miliry dwarves. Don`t know if it will work out. Do you mind if I use a Danger room. I normally hate them. But this playe needs some defense, fast. The next project will be a proper graveyard in the Tower and if possible a hospital, near to the graveyard.
By the way, I am not promising anything. I am an expert at ruining forts. Wish me luck. ;)
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: bmazero on August 14, 2012, 03:21:17 pm</div></div>
Bad luck, I'll be out of town until this Sunday. So take your time, Bastus, or if you finish before then bump me down a spot.
<div><div>Title: Re: Skyscrapes 2: Scrape Harder! (succession)</div><div>Post by: Bastus on August 14, 2012, 03:45:16 pm</div></div>
"Your settlement crumbled to it`s end."
That was fast. :o 2 Necromancers showed up and managed to get up to the Corpse stockpile. The rest is pretty obvious. I tried to draft everyone and attacked everything in sight, trying to stomp all the parts of dead dwarves and animals. But it failed pretty badly.
So I am sorry but, at least in my opinion, this fort is pretty much screwed. If you want I can try it again but I am pretty sure there will be no huge difference. So I would say we reclaim or start completely from scrap. Probably at a location without so much "nuisances".

But it`s your decision. I can give it a second try but I guess it will end in FUN! again.
If the next one thinks he can manage it you can skip me. I will try my best when the fortress is in a better shape.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **August 14, 2012, 04:20:24 pm**

Downloaded the save to see what I can do with it. Apparently one of the caged necromancers in the stockpile downstairs is assigned to the cage on the first floor, so a dwarf eventually comes along, lets him out of his cage, and leads him to the new cage. I'm pretty sure this is a bad idea.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **August 14, 2012, 04:25:12 pm**

I think I have seen that go badly in other forts.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **August 15, 2012, 07:43:45 am**

My turn's coming up soon i guess, i better have a look around, I'll try to remember that whole "don't let necromancers out into your corpse stockpile" thing.
Also it might be a good idea not to store caged necromancers near corpse stockpiles. Just saying.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **timferius** on **August 15, 2012, 07:46:47 am**

Once the tower get's taller, I vote for Game of Thrones style sky cells for necromancers. Keeps them away from any possible corpses, and looks cool.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Bastus** on **August 15, 2012, 09:05:21 am**

That was the whole problem?
Okay now I feel really dumb.

Hope this will turn out to work out in the end. But probably I shouldnt stop playing DF for 2 months and start again with a tower fortress in a evil biome.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **billybobfred** on **August 15, 2012, 11:58:14 am**

Oh man, I really screwed us over with my whole "let us attack the enemy by sending literally every adult dwarf at them without weapons" strategy.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **August 15, 2012, 12:03:25 pm**

Quote from: billybobfred on August 15, 2012, 11:58:14 am
Oh man, I really screwed us over with my whole "let us attack the enemy by sending literally every adult dwarf at them without weapons" strategy.

Heeeyy!!! that was my strategy! You stole it!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **timferius** on **August 15, 2012, 12:29:44 pm**

Can you not just Wall off the entrance and throw all the bodies in a pit?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **TheDJ17** on **August 15, 2012, 06:01:19 pm**

Just finished skimming through this thread and I'd like to take a turn if we don't get killed by zombies first :P

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **August 17, 2012, 06:05:01 am**

Also, some merchants arrive, followed closely by a few waves of goblins, including a demon. I think we might want to get a front door.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **bmazero** on **August 21, 2012, 08:45:46 am**

I'm here and I'm up to it, but it's still Bastus' turn, right?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **August 21, 2012, 09:22:04 am**

Seems like he's crashed and burned. You can go ahead.

Quick list of things that are necessary for further survival:
1. There is a cage on the second floor or so, with one of the necromancers downstairs assigned to it. Cancel this assignment.
2. Get a closable entrance; wall it off if you have to. A siege w/ demon leader shows up shortly after the next human caravan arrives.
3. Atom smash all of the corpses, and make slabs for the deceased.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **August 21, 2012, 03:06:23 pm**

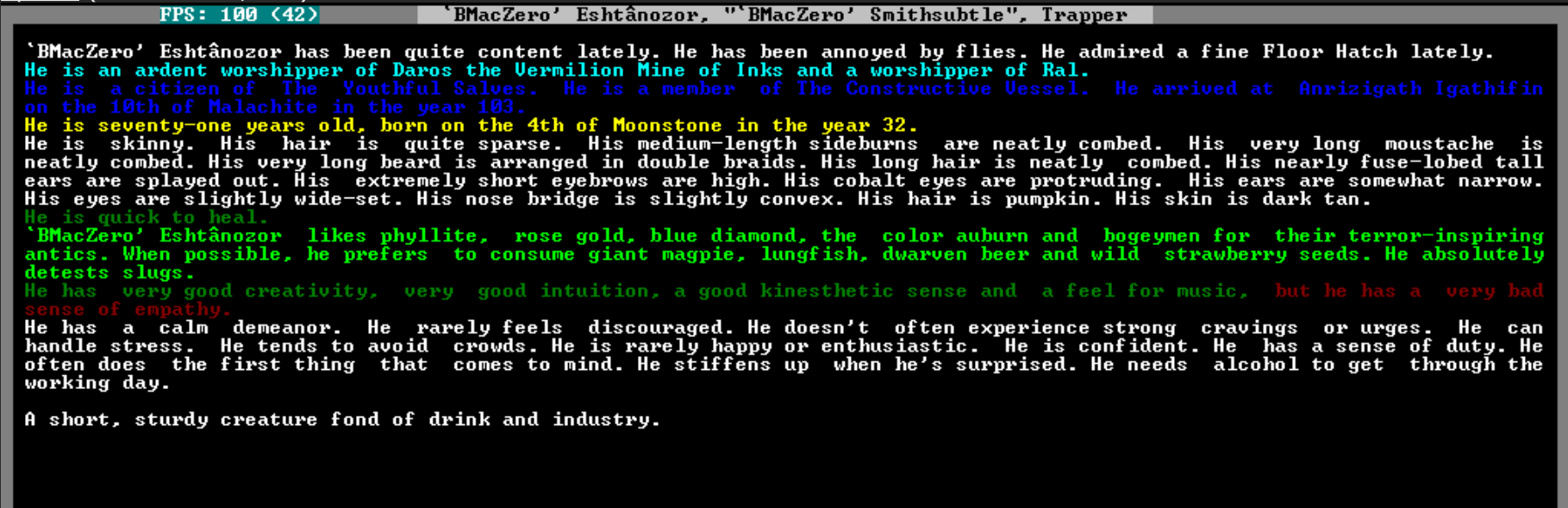
alternately, make shitloads of coffins. your choice.

Journal of 'BMacZero' Eshtanozor, Trapper

In the Mid-Summer of 103, I was promoted to the leadership of the village Anrzigath Igathifin, "Skyscrapes the Scraped Hardiness". The impetus for this strange happening, as you may be aware, was the slaughter of most of the fortress' population at the hands of a legion of freakish undead wildlife, mostly bloated and rotted Kea and the animated skins of recently-butchered livestock, from the records. Guess the tanner wasn't on top of things, well he got what was coming to him, too, according to the records.

So now it's my responsiblity to clear out the remains (still in various states of life or death) and secure us from what may come in the future...

Spoiler (click to show/hide)



(Apparently I have a poor sense of empathy. This is fortunate)

Fortunate that our former leaders saw fit to install vast swathes of cleverly-concealed cage traps throughout the grounds. The remaining Kea have been trapped (except for the one smashed to bits by the carpenter, Cerol. I would congratulate him, but he looks like he might snap at any moment. What can I say, I'm an engineer, not a shrink). I've issued standing orders that if it's dead and not a dwarf, it gets tossed off the tower into a shallow but secure and conveniently placed pit. This proved more difficult than anticipated, as many of the bits are no longer positively identifiable. I think I'm going to let the plebs sort that one out.

I am now surveying and securing the bounds of the fortress from future attack. I've ordered ramps removed and a drawbridge installed before the aerial trade depot. Fortunately the sky is not near so dangerous as the dead - the manager and local union leader, Nil Bomrektathtat, fell five floors during the removal of the present fixed bridge but broke only her right hand and a few ribs. Our workers are still in quite sad shape, and more die each day from grievous wounds inflicted by the dead. I've stopped being surprised when a dwarf I saw yesterday no longer appear on the timesheets.

All hands are still busy today sorting the carnage throughout the halls and fields. Some have begun work to secure the walls.

My plans now are to order a few skilled workers to begin carving some trinkets from the bones of our foes and encrusting them with gems to trade to the humans when they arrive. Actually, I'm not sure which bones are which at this point, but that's irrelevant. Also, we have none who are skilled in these trades. Well, they can learn.

I plan to personally engage in training some of these captive boars. There are nearly a dozen of them making a perpetual commotion (an annoyance) and stink (I've ceased to care) in the large dining hall cage. They will make a fine source of meat, a commodity which has been quite absent for some months.

It is now autumn.

The humans arrived in the late summer - with a large force of goblins on their heels. Olin was still linking the bridge (myself standing directly behind him, threatening to feed him to the Kea if he didn't work faster) as they poured up the ramps. Almost before he was finished, I seized the lever, and the bridge was raised. Goblins soared across the depot like...goblins, I guess, smacking into the opposite wall, unconscious. Unfortunately, so did one of the human's wagons. They refused to even see our goods, despite the fact that we had rescued them from certain death. I turned them right back out - I think we all know how that went for them.

Now that the walls are firm, let the fun begin.

Quote from: Kyleron on August 22, 2012, 06:52:26 am

Undoubtedly games and stories provide for imagination ability. I got it after joining this forum.
I have one query-- give me update about bmaczero arrangement please...

Cool, good to hear :). Do you mean how the dwarf is named 'BMacZero'? You can do that from the dwarf's "profile" page (V->Z). The one right before the one screenshotted. Press Y on this screen and you can nickname dwarves and customize their titles.

Rule of succession forts in Dwarf Fortress: Something will ALWAYS go HORRIBLY wrong.

I the mean time I do like this succession fort, unfortunately I do not deem myself competent enough to deal with a fortress in a situation like this, so I probably will not sign up for a term.

I wonder, have any of the peeps who requested dwarfing been dwarfed?

How goes it?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **bmaczero** on **August 27, 2012, 03:42:11 pm**

Just finished spending the whole weekend making a game in 48 hours (<http://www.ludumdare.com/compo>), should be able to get back to it now.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **August 28, 2012, 12:58:05 am**

links Broken, i think you were pointing towards "<http://www.ludumdare.com>" or something like that?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **bmaczero** on **August 28, 2012, 10:02:21 pm**

Hmm, you're right. Not used to the bbcode semantics on this forum.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **bmaczero** on **August 31, 2012, 11:33:55 am**

Alright, I didn't make it all the way through my turn, and I didn't get enough time to build my fun little boar-related project, but I'm going to be gone again this weekend, so I'll let you guys keep it moving:
<http://dffd.wimbli.com/file.php?id=6852> (<http://dffd.wimbli.com/file.php?id=6852>)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **August 31, 2012, 11:53:25 am**

Next up is MarcAFK.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **September 01, 2012, 12:44:45 am**

OMG i'm up! I 'll open it up for a look-see, and hopefully get started in earnest tonight.
EDIT: Well this is certainly the cleanest looking succession fort I've ever taken a look at, things are pretty neat and tidy and i see lots of potential.
I need to find somewhere suitable for quarrying, i'll need a lot of stone for construction, if i have time i would like to move workshops and stuff around and make things a bit neater.
But first i should deal with the undead, maybe pit them and atom smash?
~~Also i think the south side of the map should be sealed off to prevent undead from reaching the walkways on top of the unfinished towers.~~
ok it's a bit late for that, they're all over those towers, i'll need a military to clean the place up while constructing, that's a bit of a problem.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **September 01, 2012, 10:25:26 pm**

Huzza! I love the smell of progress in the morning.

I haven't downloaded the save, so I don't know how far bmaczero made it through his year, but you're welcome to wrap up his year and then play to the next spring, if you like. Might give you more time to quarry and construct.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **September 02, 2012, 01:29:17 am**

Theres a month left of winter, i won't feel too bad finishing it off.
I'm having trouble with the burrows, i can't get anyone to mine anywhere unless it's set to the 'inside' burrow, but as far as i can see nobody is actually assigned to that burrow.
Also i was moving all the zombies to the cage upstairs but after a few were moved they just stopped, is there a weight or contents limit to cages now?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **September 02, 2012, 01:54:38 am**

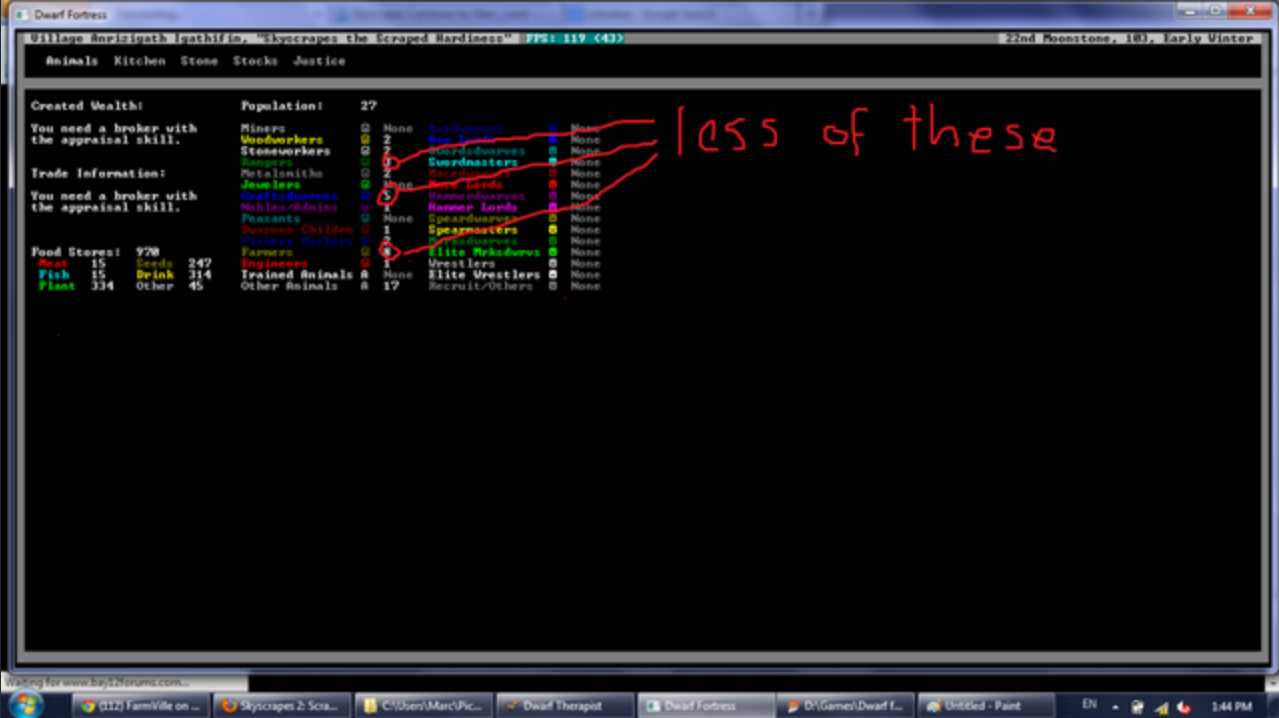
There's probably an alert that sticks everybody in the burrow.

Check the civilian alerts.

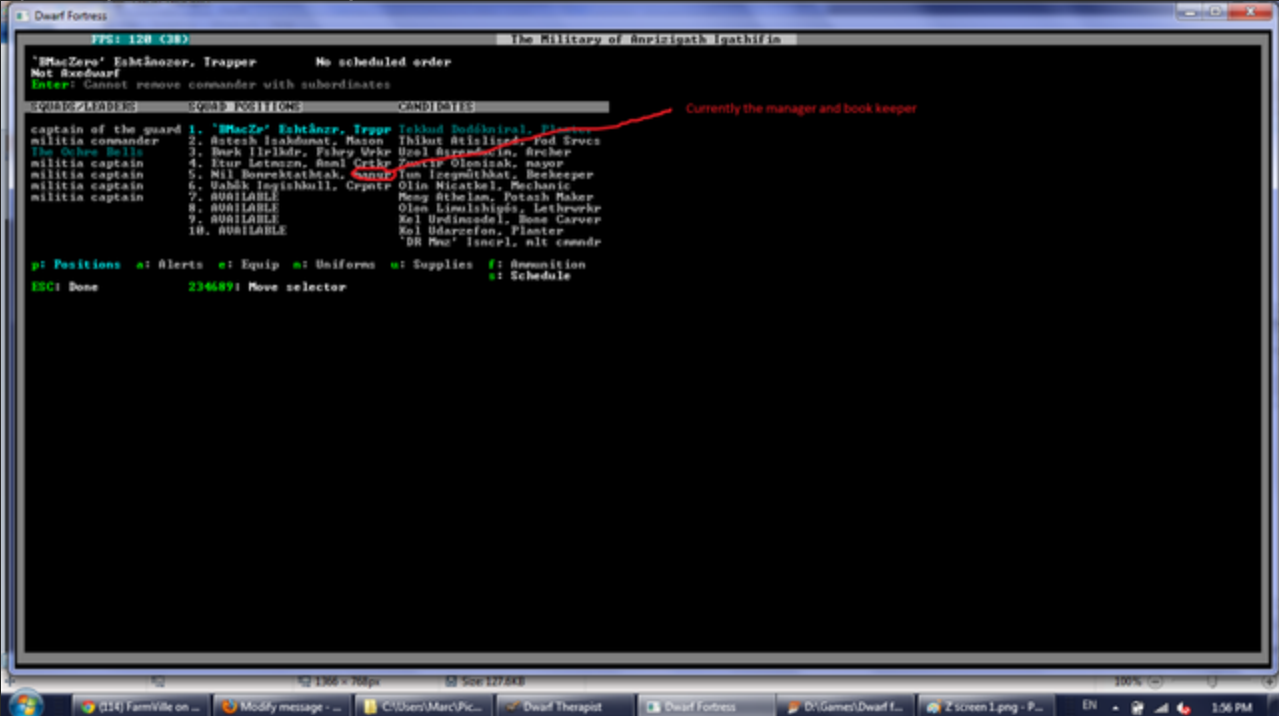
Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **September 03, 2012, 12:48:17 am**

Apologies for the lack of updates, fathers day was pretty busy and i was rather worn out last night.
I'll edit this post as i update.
Edit: ~~Damn, what is with all the cancel spam, is this related to the new stockpiles?~~ nvm, those stones aren't inside the burrows, so they're being cancelled.Also it seems the 3 wheelbarrow limit might be causing this, i've noticed only 3 dwarves will shift these stones at a time.
I wanted to take some nice screenshots but stonesense isn't cooperating with the fullscreen thing, so i'll just do some classic ascii stuff.

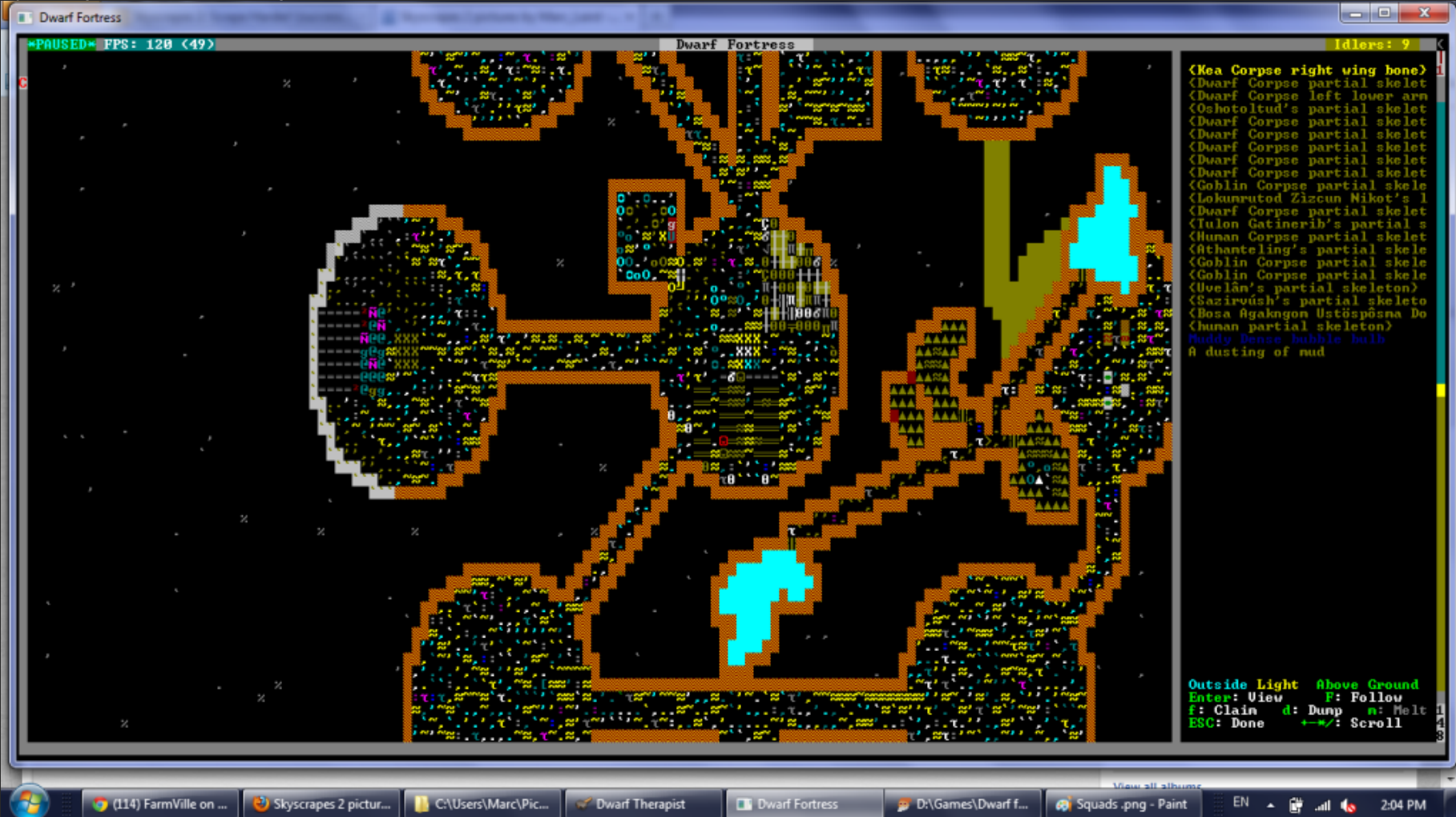
Our Illustrious fort, notice the decent population of Soon to be masons/temporary militia.
Spoiler (click to show/hide)



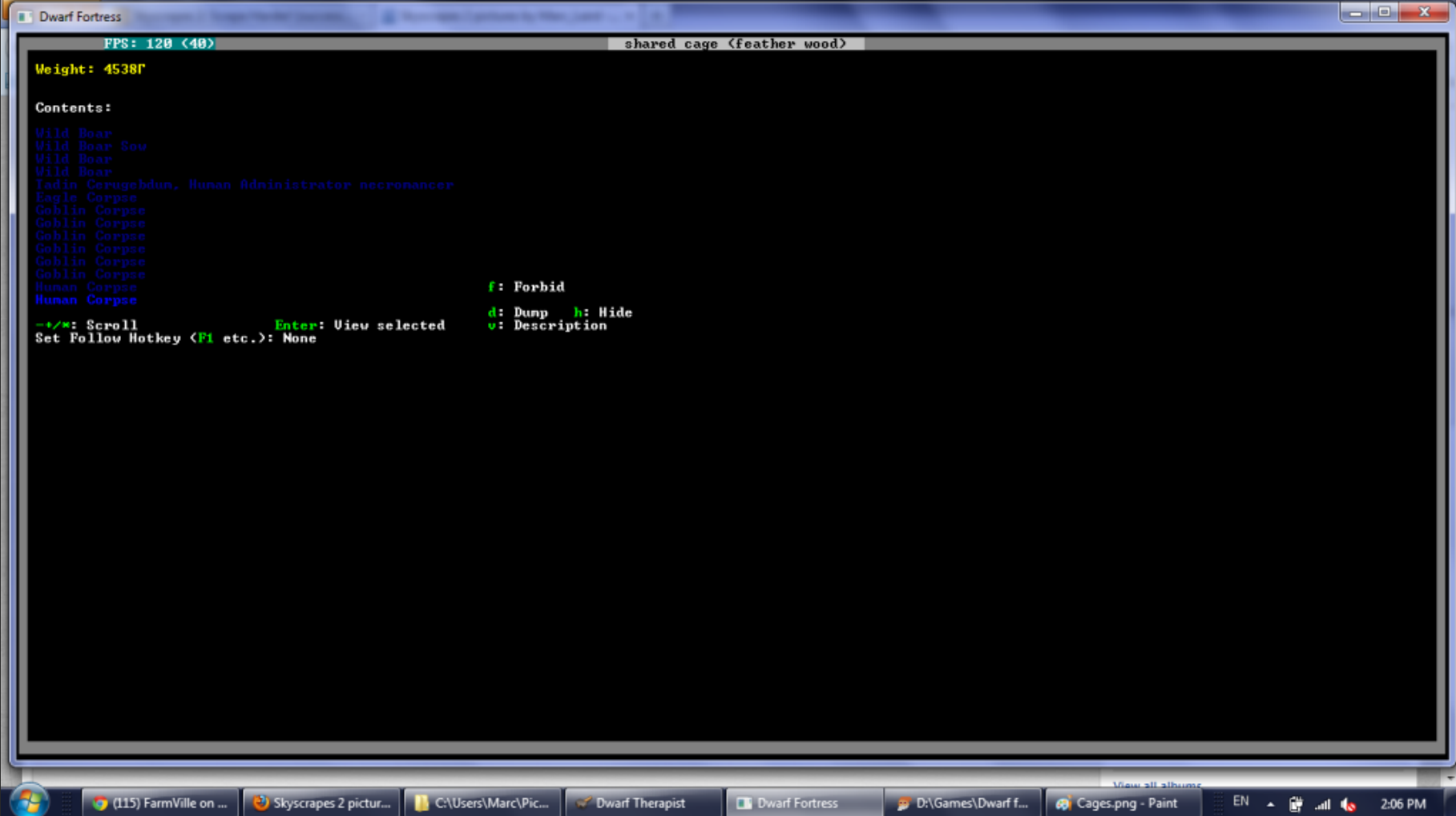
First Up, I've Swapped labours around to get myself 6 pump operators Volunteers for the military, Of course we don't have the weapons and armour for them so they'll be miners, wood cutters, and masons until i can get some more stuff sorted for them.
Spoiler (click to show/hide)



We see here the most exciting part of the fort, the cages full of captive necromancers and wild animals, also the currently useless corpse pit, we'll need to do something about the lack of suitable marksdwarf training fortifications, and the lack of emergency Atom smasher.
Spoiler (click to show/hide)



Here we see the *feather wood* cage currently holding almost 5000 urists of captive corpse parts, nothing unusual about that at all.
Spoiler (click to show/hide)

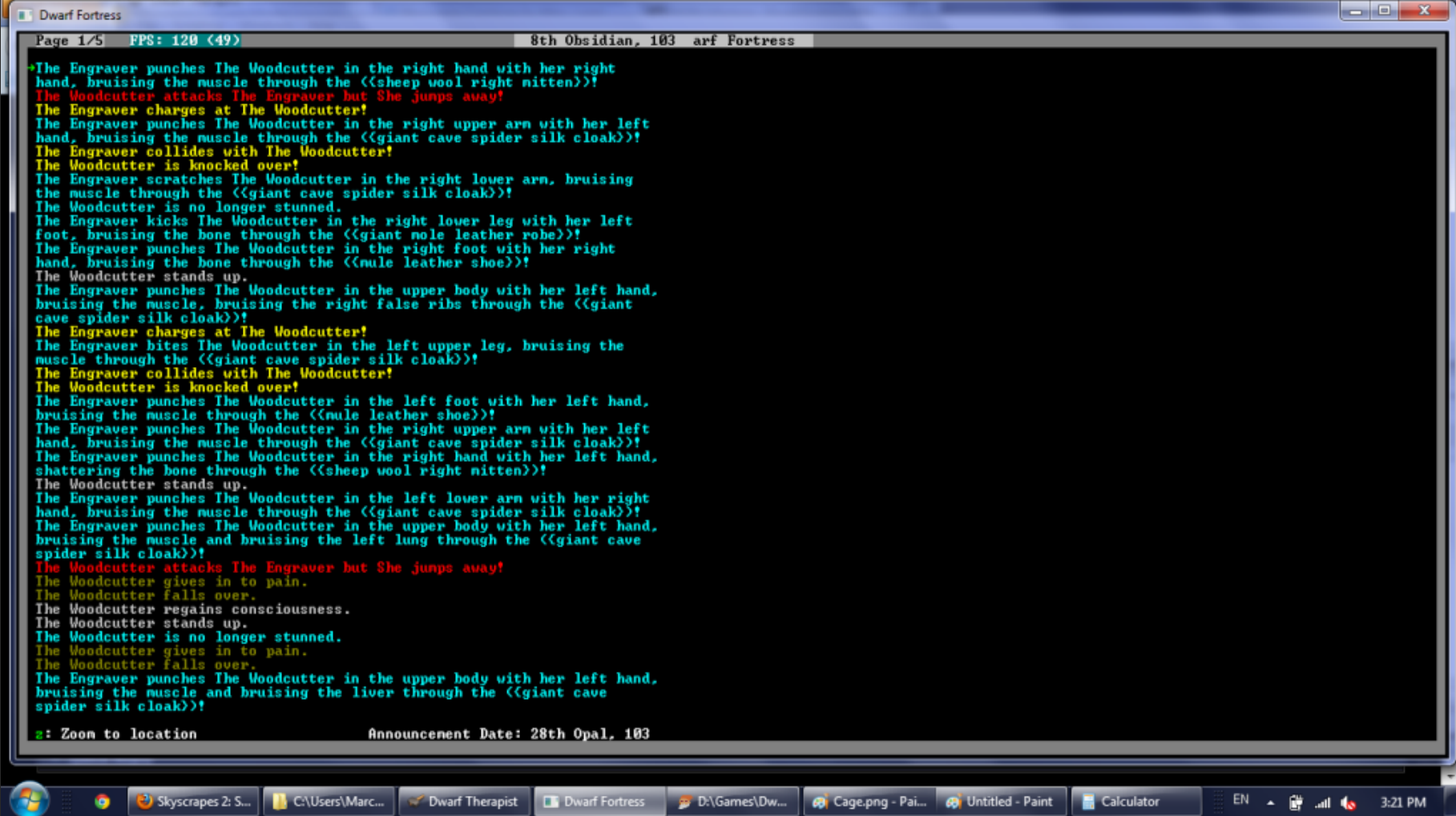


Next i notice Starving animals and not enough Pasture space for all the yaks, i butcher one bull.

Edit: Too late, both bulls starve to death.

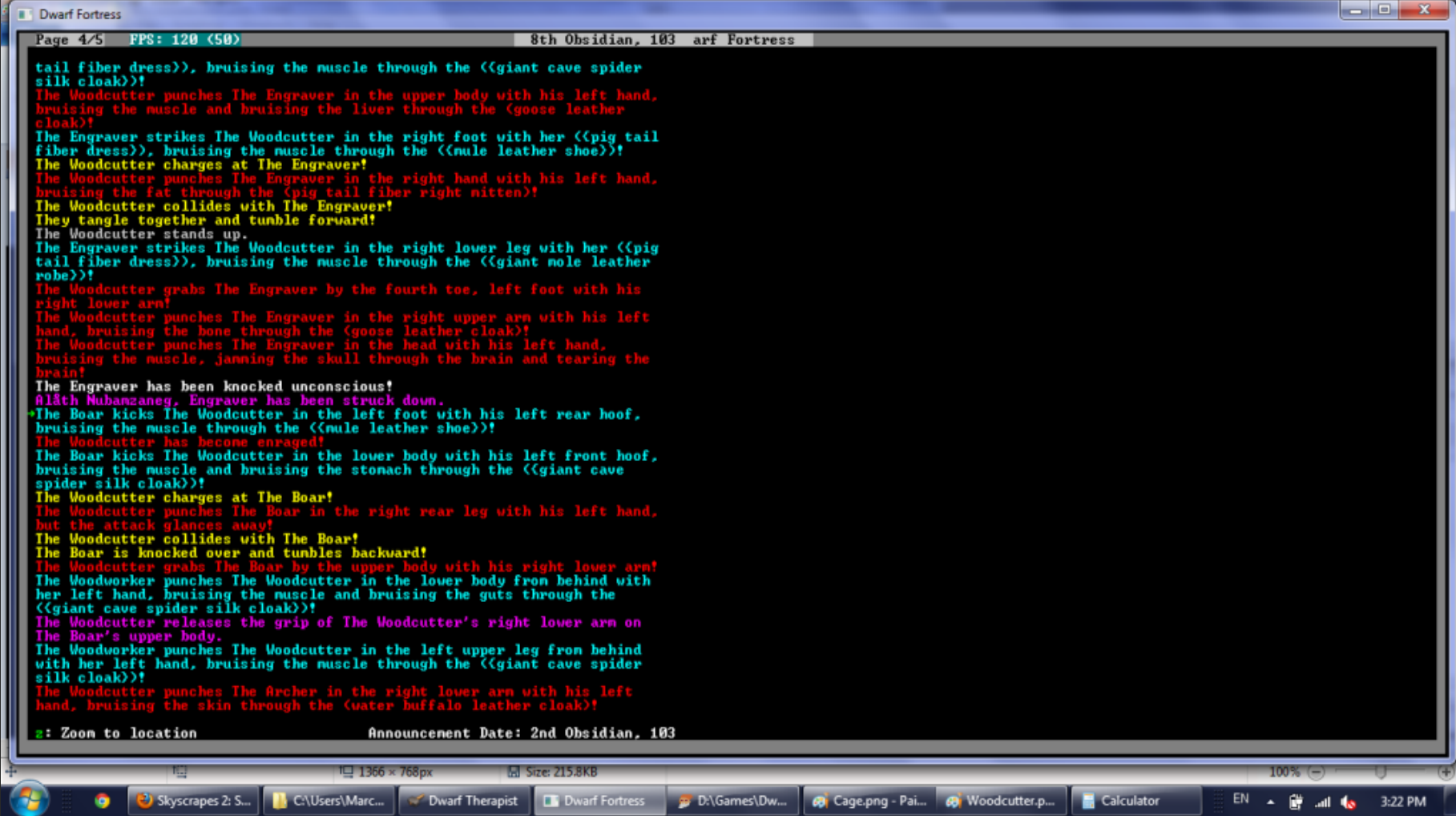
A random woodcutter shows up somehow, and starts attacking An engraver

Spoiler (click to show/hide)

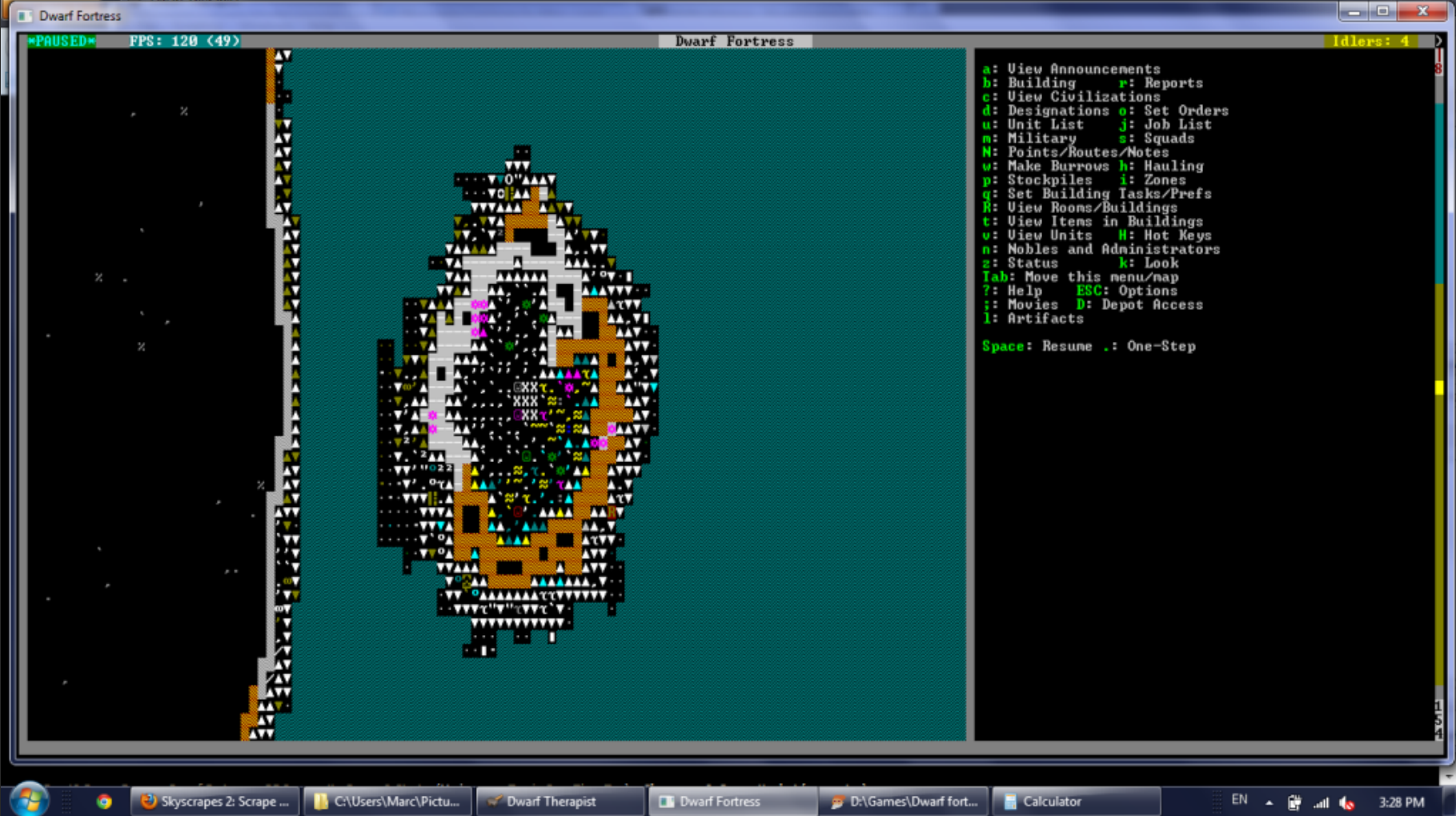


Rip Alath Nubamzaneg

Spoiler (click to show/hide)



There seems to be a nice garden channeled into this hill, several dorfs are just chilling out,it seems the woodcutter was hiding on the stairs up there or something.
[Spoiler](#) (click to show/hide)



The woodcutter is finally struck down, also nobody is getting much work done because of a severed peasant hand outside on the dome under the main entrance.
I forgot to remove the dump upstairs when i stripped the caged prisoners of their weapons and armour, ill have to get somewhat creative with cage traps to retrieve those 'iron helm's and 'copper shield's
EDIT: It seems my internet connection is seriously bad, i'm having alot of trouble even loading the forum to update my posts.
EDIT: I'm, still having trouble with the burrows, cant seem to get anyone to dig out more galena downstairs, or build anything outside.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **September 08, 2012, 03:35:44 pm**

bump

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **September 13, 2012, 10:37:51 pm**

How are you doing?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Betelgeuse** on **September 17, 2012, 06:59:21 pm**

Bumpity bump bump

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **September 22, 2012, 11:31:32 pm**

This succession fort is having a heck of a hard time getting off the ground.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **September 23, 2012, 12:55:51 am**

Uhgoddamnit, I seriously didn't mean to abandon the fort like this, I lost a few days trying to come to grips with the burrows, then after deleting them i realised my militia had used my picks and they were now unavailable for digging, then i've been unable to get online for about a week due in part to a faulty wall socket dragging my net down every couple of minutes ,and finally work's been a bitch for the last week, if everyone's happy waiting i'll have the year finished up by tomorrow, pinky swear and everything.
I seriously need to stop signing up to succession forts, my failure rate now is 3/3. :'(

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **September 23, 2012, 08:01:13 am**

Go for it, man. Glad to hear you've made so much progress.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **September 26, 2012, 09:10:20 pm**

It appears we need to remove one of MarcAFK's Pinkies.
How shall it be done? Magma?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **September 26, 2012, 09:21:10 pm**

Quote from: Mageziya on September 26, 2012, 09:10:20 pm
It appears we need to remove one of MarcAFK's Pinkies.
How shall it be done? Magma?

Zombie Giant Sponge, the bluntest tool in the world.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **October 01, 2012, 07:47:31 pm**

Quote from: arclance on September 26, 2012, 09:21:10 pm

Quote from: Mageziya on September 26, 2012, 09:10:20 pm

It appears we need to remove one of MarcAFK's Pinkies.

How shall it be done? Magma?

Zombie Giant Sponge, the bluntest tool in the world.

It appears we have to remove his entire hand now. I vote it to be done via super-heated slade ballista arrow. The pain shall be immense.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **October 02, 2012, 10:09:09 am**

Getting there, i really should have taken more screenshots.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **October 02, 2012, 08:27:15 pm**

Okay.

Also, how would you like your hand removed?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **October 04, 2012, 10:58:44 pm**

Spoiler: How would you like your had removed? That's not a question (click to show/hide)

The answer is the Shirke. The answer is always the Shrike



Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **MarcAFK** on **October 08, 2012, 02:02:25 am**

I should have passed my turn a long time ago, But i can't play right now i have some serious personal issues going on, I may be off the forum for a while.
Sorry guys.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **October 08, 2012, 09:56:20 am**

Upload your save please.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **October 18, 2012, 08:28:15 pm**

Le bump.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **October 20, 2012, 12:48:50 am**

Methinks no save is forthcoming.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **October 25, 2012, 04:58:46 pm**

I think we need to move on.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **October 25, 2012, 05:21:13 pm**

24 hours for a reply from betelgeuse.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **October 27, 2012, 02:10:35 am**

1 week for davros.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **October 27, 2012, 11:21:09 am**

davros skipped, 1 day for JoshBrickstien.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **October 29, 2012, 12:02:49 pm**

1 day for Sphalerite

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **October 29, 2012, 02:07:06 pm**

Sphalerite skipped. 1 day for MadeOfStardust

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **October 30, 2012, 03:41:30 pm**

1 week for Crossroads Inc.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Ruhn** on **October 30, 2012, 05:10:20 pm**

people have got to stop skipping their turns so this fort can "get off the ground"

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **October 31, 2012, 07:39:49 pm**

I'm starting to think a new thread with a new turn list and a fresh embark might not be a terrible idea. Work's too busy for me to take a turn any time soon, but I'd love to see the excitement at the beginning of this thread actually turn into something.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **November 12, 2012, 02:33:11 pm**

I don't want to see this die.

I think a new thread or a list wipe is required.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **November 12, 2012, 02:34:30 pm**

Yeah, maybe this time don't have it in a terrifying embark, so necromancers don't keep hapenning.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **November 15, 2012, 08:35:43 am**

Crossroads Inc. skipped, next is Prometheusmfd.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **November 16, 2012, 01:23:26 am**

Z-levels for the z-level god.

Z-LEVELS FOR THE Z-LEVEL GOD.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **TurkeyXIII** on **November 16, 2012, 09:04:47 pm**

Add me to the turn list please :D

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **November 24, 2012, 12:40:31 am**

Burmpity bump.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **November 24, 2012, 01:17:39 am**

No word from Prometheusmfd, 1 day for InfinityWEAPON

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **November 25, 2012, 01:18:15 pm**

1 week for Microcline.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **November 27, 2012, 06:48:03 pm**

Quote from: Sizik on November 25, 2012, 01:18:15 pm

1 week for Microcline.

Cool. Downloading now. Do we have a DFMA entry yet?

e: we do now (<http://mkv25.net/dfma/map-11485-skyscrapes2>)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **November 27, 2012, 11:16:05 pm**

yay

So we've got less than thirty dwarves, a shit-ton of undead, and only one guy with any military experience?

Let's fucking do this.

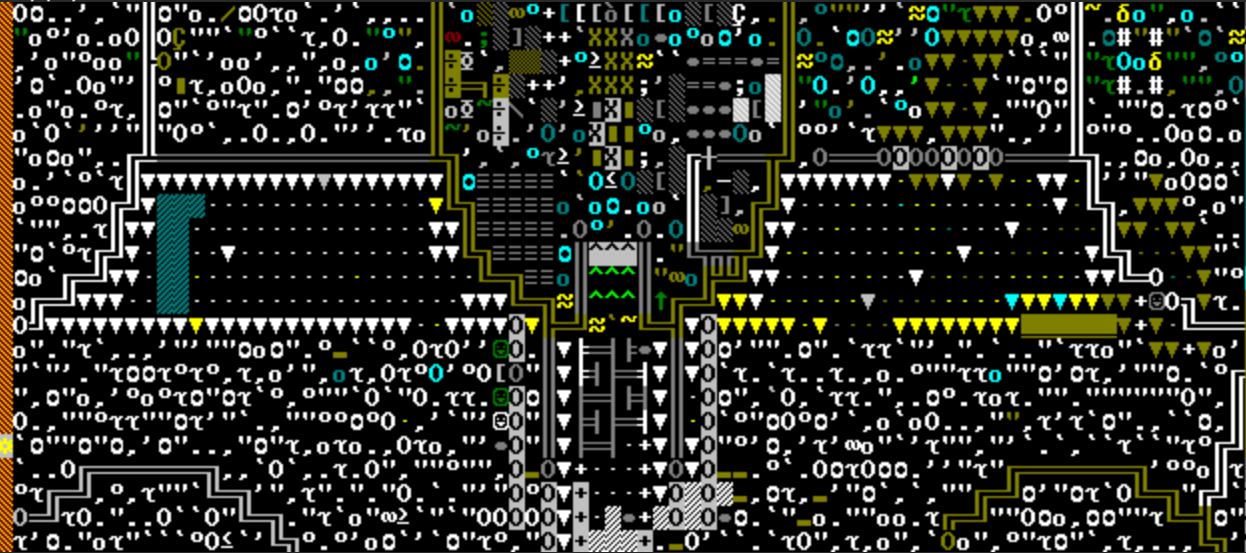


1 Granite 104

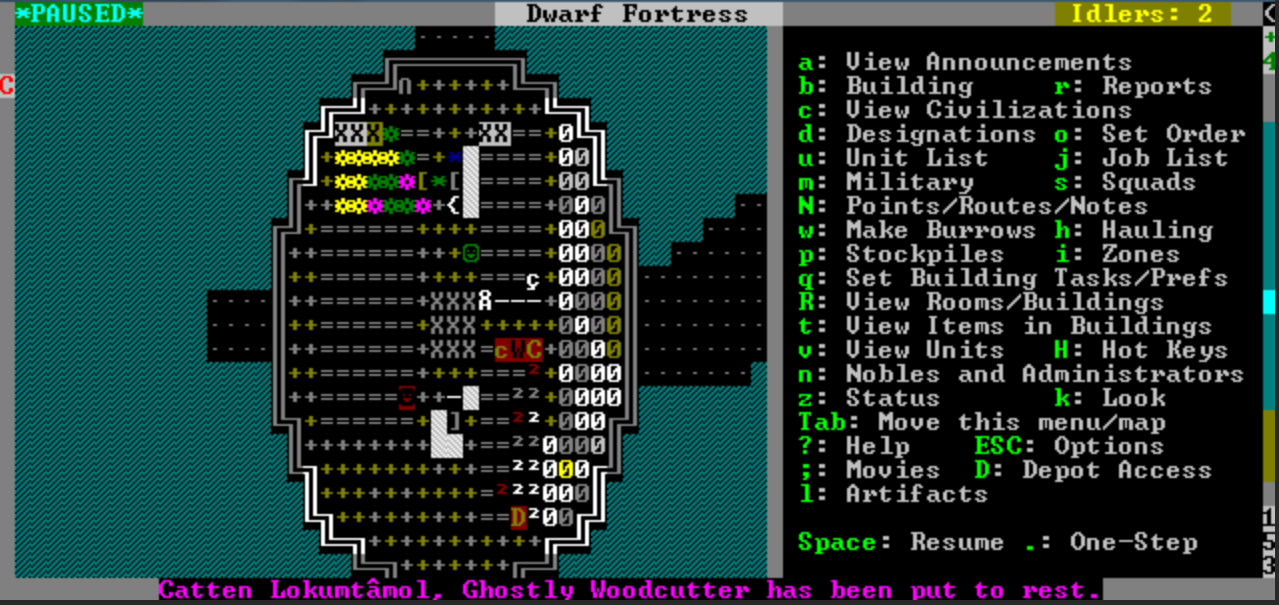
[Spoiler](#) (click to show/hide)

From what I understand, we're trapped in our own tower. We're safe behind the walls, although every so often something climbs up and spooks the workers. While we've in no danger of running out of booze or ammo, I think everyone would feel a bit safer if we were in control of the region instead of the zombies.

The old entrance is overrun, so I've started a new one. We've got a decent workforce, although tools and weapons are in critically short supply.



We've also put up memorials. Ghosts are the least of our worries, but we'll always welcome one less undead.



1 Hematite 104

Spoiler (click to show/hide)

Migrants arrived, boosting the population from an anemic 28 to a hearty 43. A few were lost making the trek to the depot entrance, but Momuz Isancerl held the bridge, keeping the rest safe. This allowed us to expand our military from a single dwarf to two squads--the rangers of The Defensive Flags and the melee combatants of The Ochre Bells.

While the Bells train in the new barracks, the Defensive Flags took to the courtyard to pester the undead on the nearby hills. It's only a small dent in the overall population, but it's probably more efficient target practice than the archery range.

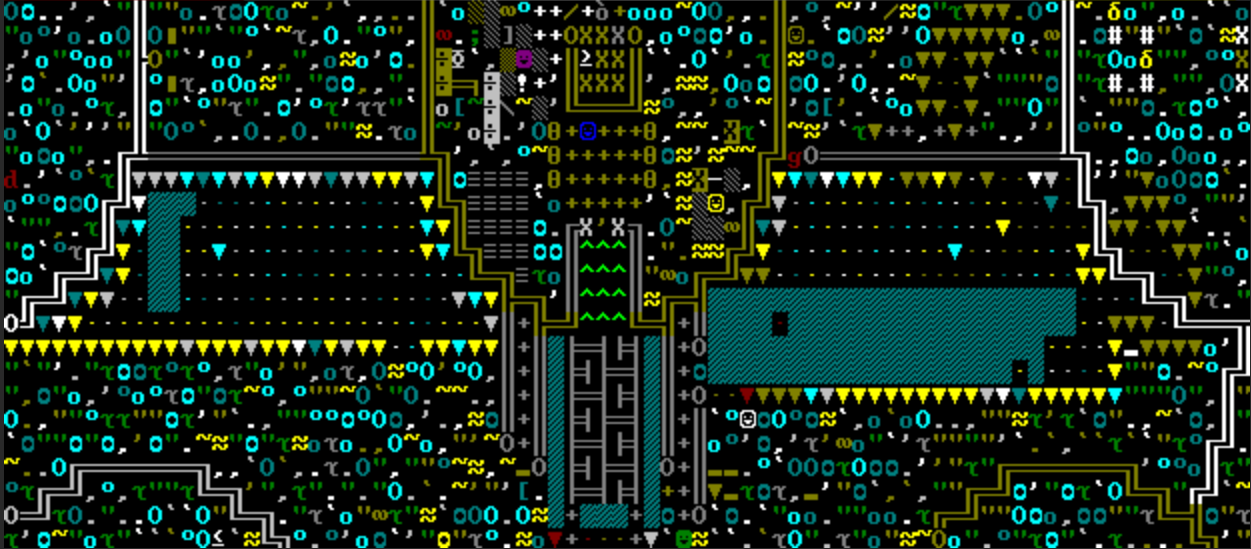


Not everything that arrived this season was good though.

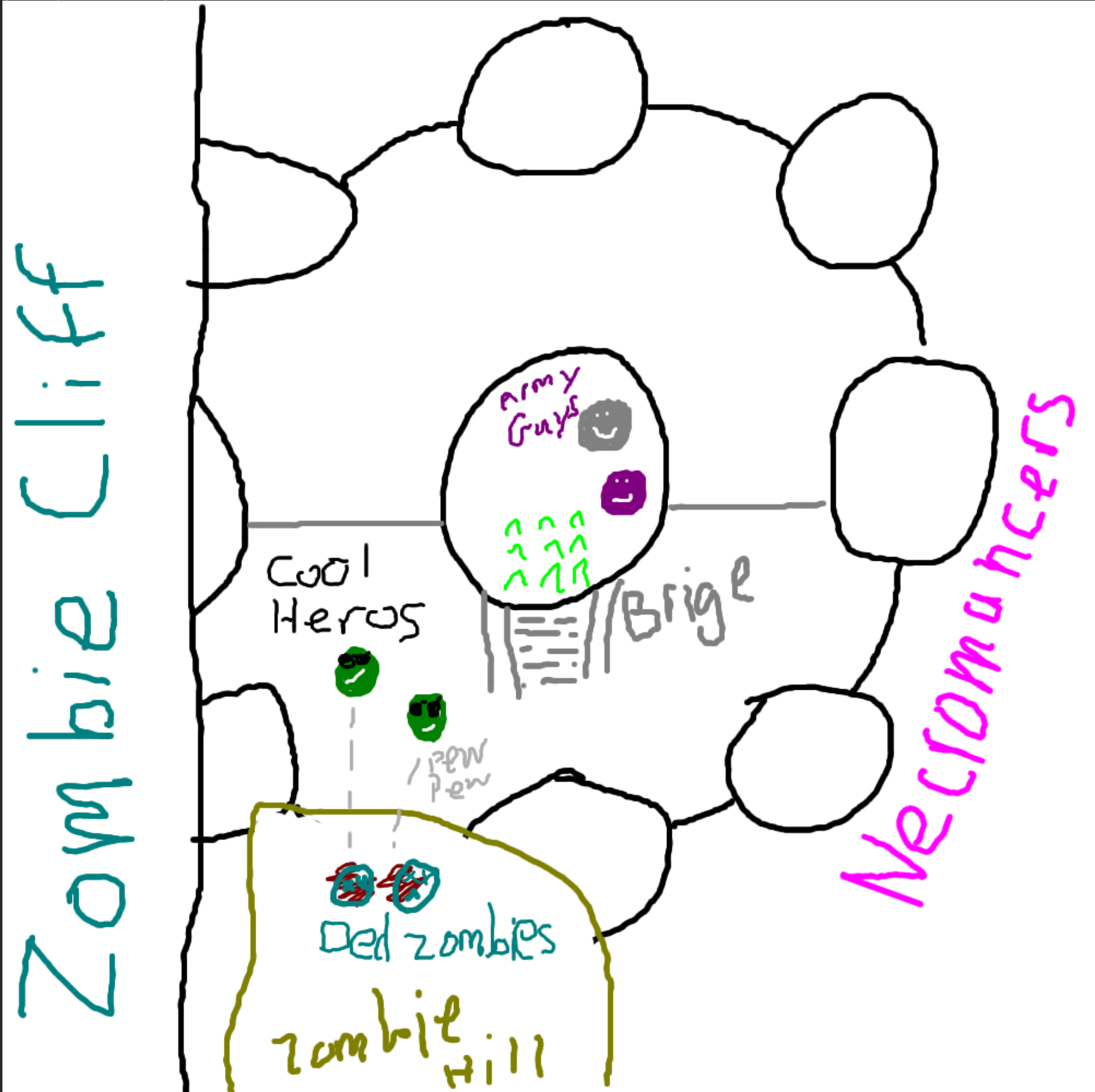


Two necromancers showed up by the east tower. They shouldn't be a problem once we retake the wall, but they've led to an undead population boom.

The entrance, while nowhere near complete should be good enough to breach the tower as soon as the military is ready.



With the reinforcements, the dwarves seem to be looking up. The other day I found this drawing by little Ducim Likotidos. I bet he'll grow up to be an engraver.



Let's just make sure he has things to engrave other than memorial slabs.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **November 29, 2012, 07:10:55 pm**

It has taken way too long for someone to finally actively play this succession.

It's been what? 2 1/2 months?

Thank you for this, and may armok be with you.

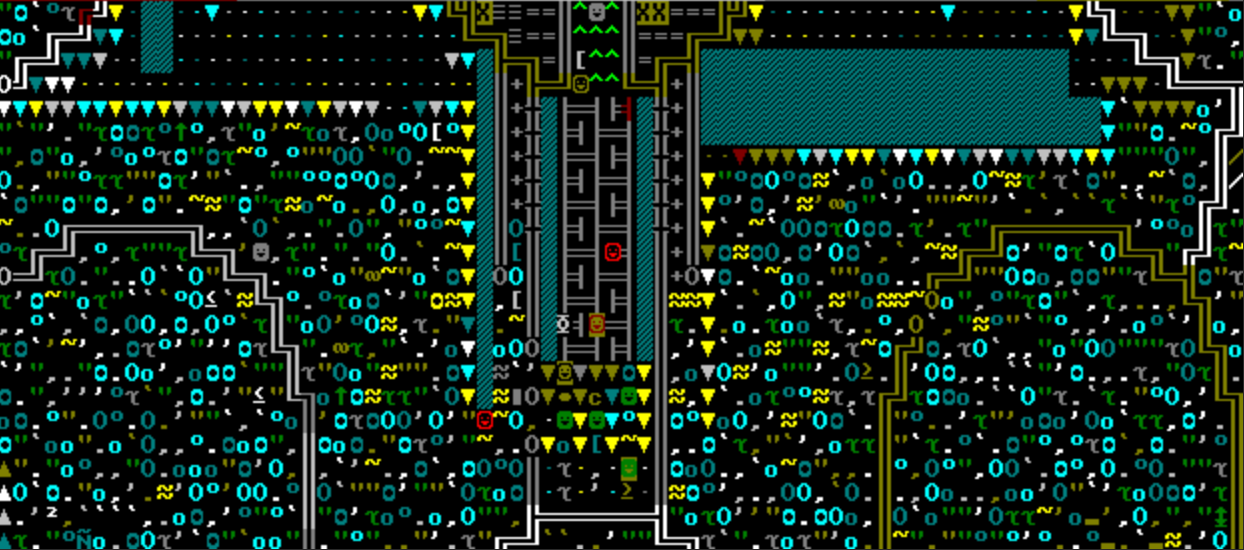
Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Itnetlolor** on **November 30, 2012, 02:17:13 am**

YAY! Progress!

Been keeping an eye on this for awhile. About time some development occurred.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **December 01, 2012, 02:13:09 am**

Summer has passed, and among other things, we're almost ready to breach the southern tower.

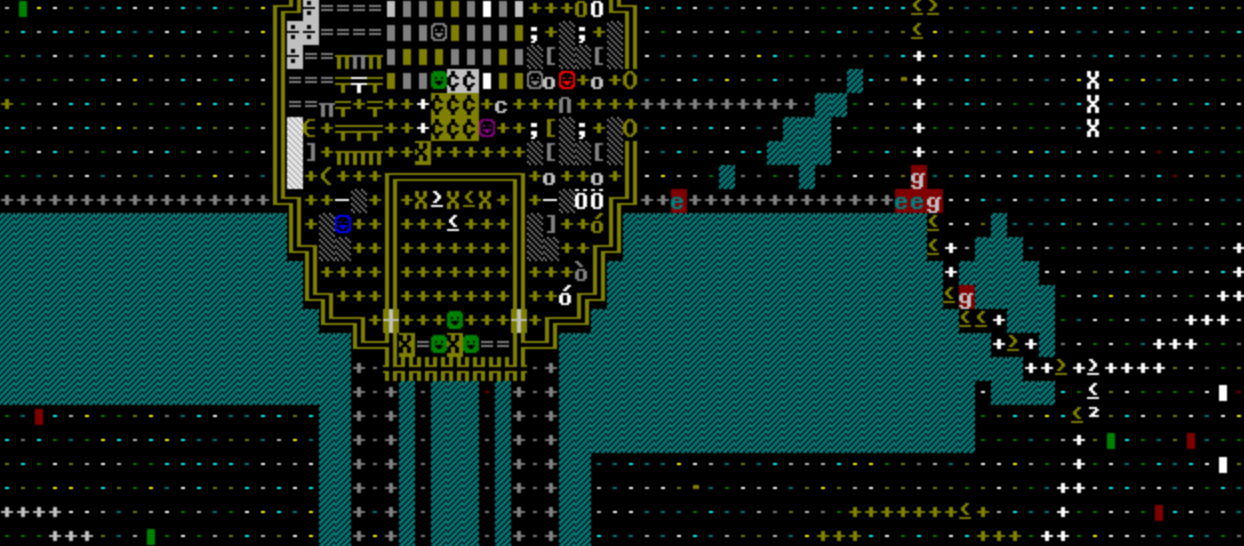


The hard part will be holding the tower long enough to get it fortified. I'm hoping that they'll lose enough forces in the initial rush that my ill-equipped crew can fend off what's left. I'm setting up a temporary switch to reseal the tower though, because I don't want to end up losing the southern courtyard if we fail.

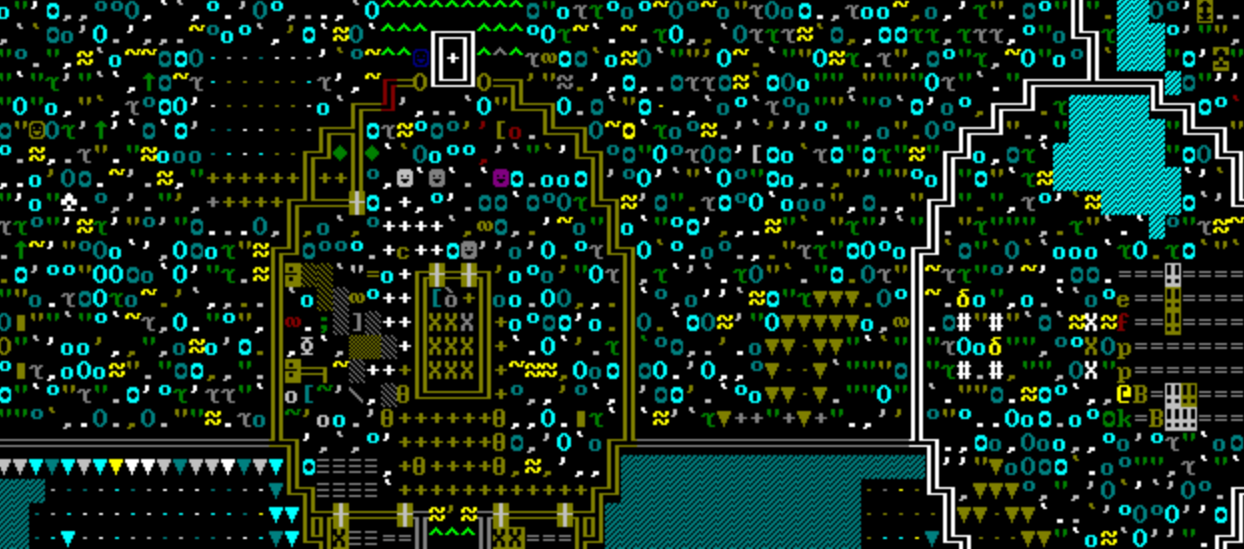
Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **December 01, 2012, 07:58:33 pm**

Although we've been hampered by minor setbacks (running out of ammo while undead run rampant along the walls, halting all work), it's time to breach the tower.

The Defensive Flags take their position on the second floor. There's barely 25 bolts to a dwarf, but it will have to do.



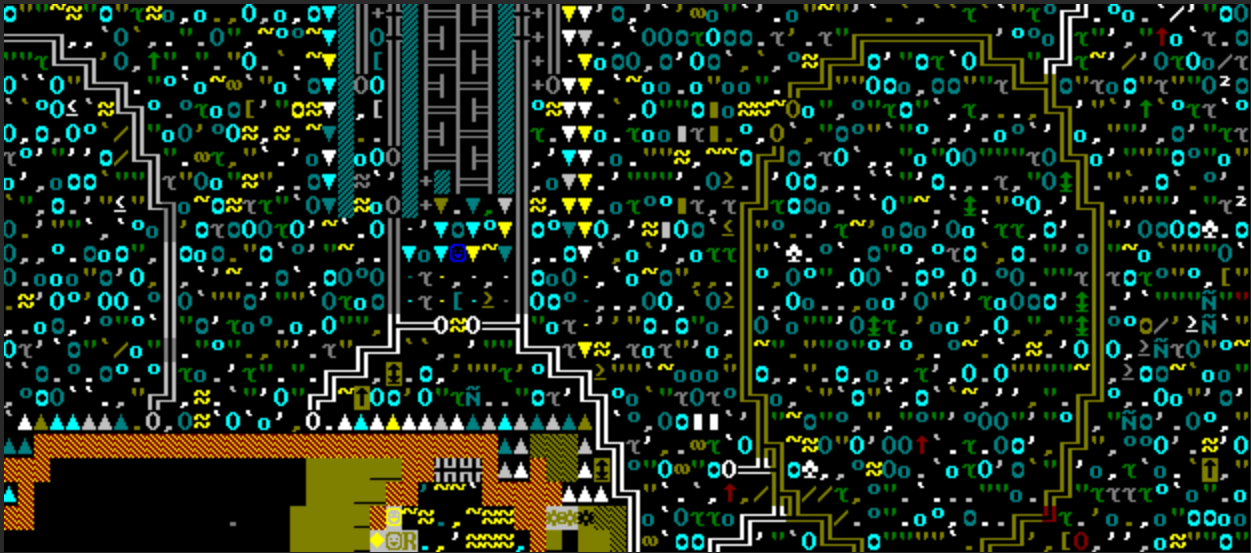
The Ochre Bells get inside to defend the staircase. Only two of them have metal weapons. As long as they hold the line, the civilians are safe in the tower behind locked doors.



Obok Oslanoddom steps forward to remove the wall



and runs for his life.

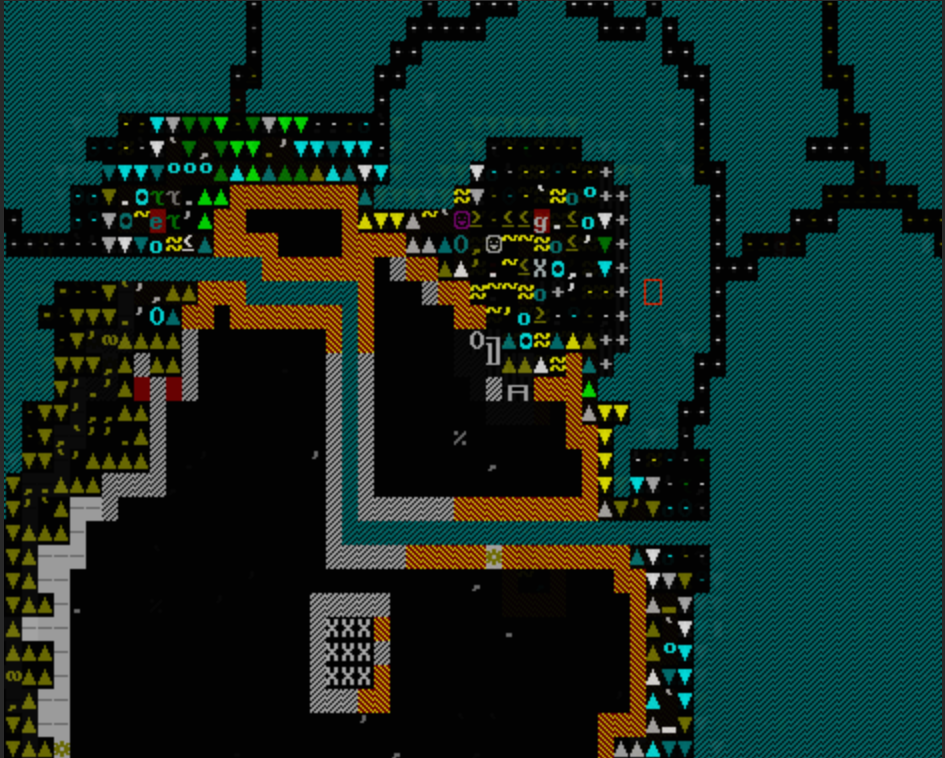


Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **December 02, 2012, 05:49:46 pm**

Needless to say there was a big battle. Bolts were flying, goblins were flung from bridges and a stupid marksdwarf abandoning his post to pickup equipment got his head punched through "gaze into the fist of dredd"-style.



So the south tower is now ours, although we had to chop a mountain in half to secure it.



The courtyard is safe, undead can only spook civilians when they climb on the cliff ledges, and it shouldn't be too hard to clear out the north/south/east from the walls. There are two temporary bridges set up to protect the south tower--one controls access to the cliff via the SW tower and one blocks ground entrance to the south tower. The controls are in the inner tower, second floor, west of the archery range. I wouldn't open them just yet as there's a gap in the NE corner of the S tower that will allow them to bypass the inner bridge. I think a necromancer and two squads of goblins showed up in the meantime, so be ready when you open the bridge. The military is in shambles and hasn't taken advantage of the metal weapons we recovered in the aftermath of the siege, although there's a decent pool of migrants to recruit from.

The inner bridge/chasm combo isn't complete. Only the first four pairs are connected, and the pit isn't deep enough (although it still breaks enough limbs to inhibit further resistance).

Now that we have a reasonable degree of control over the region, it might be time to re-organize our infrastructure (food production, dining rooms, a hospital...) to alleviate the unhappiness and injuries caused by the long, bitter siege.

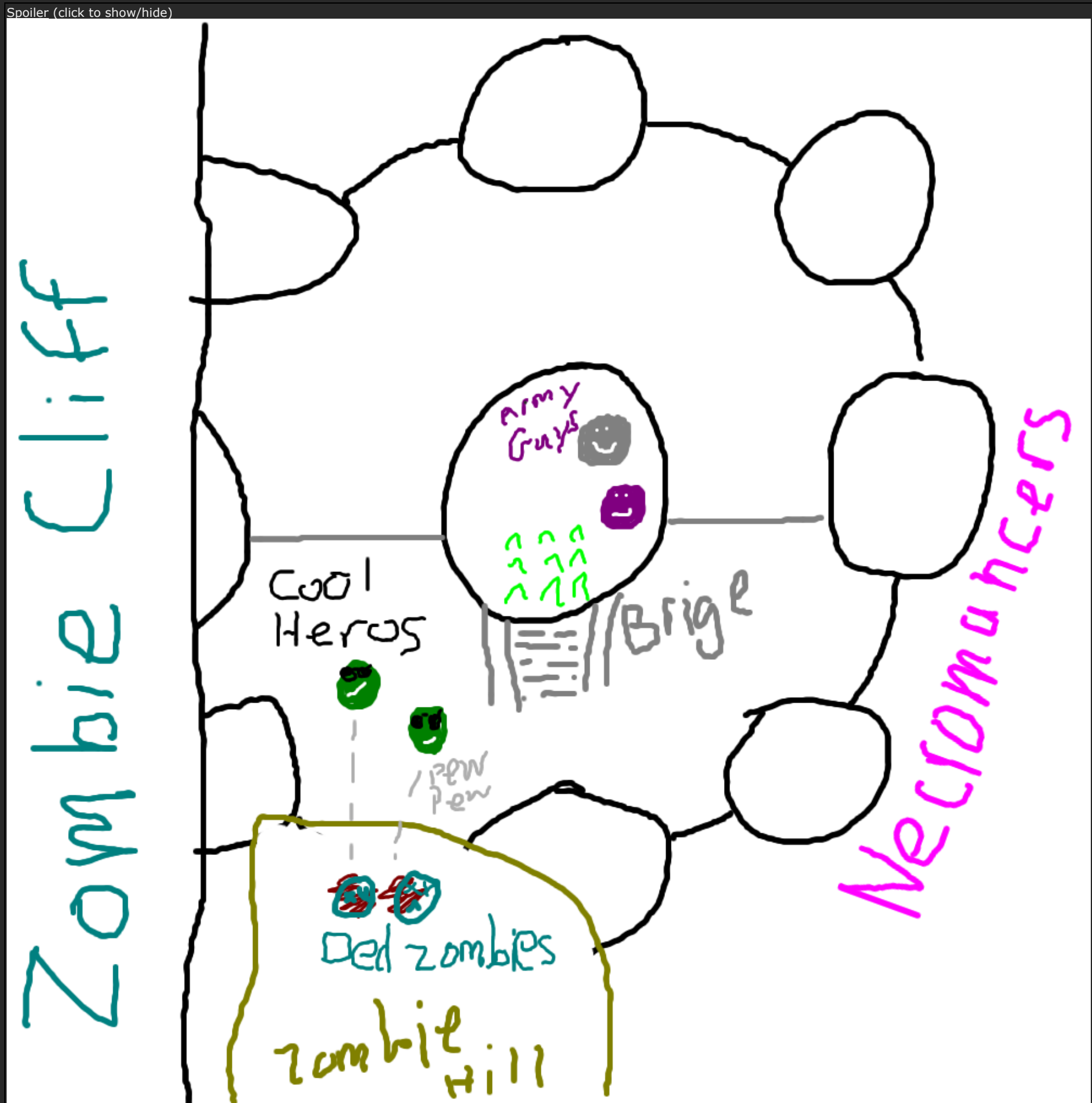
I'd be willing to do another turn so sign me up.

e: I forgot to dwarf myself. Could the next overseer do that?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **December 02, 2012, 06:24:01 pm**

I will start playing tomorrow or tuesday.

I admit that the fort makes make a bit confused ???
Especially when the only reference to got with is this: :
[Quote from: Microline on November 29, 2012, 05:24:04 pm](#)



I suppose that I will try making a larger area of the site secure and perhaps build a somewhat "different" tower. Perhaps something to do with refuse and necromancers or perhaps a sealed little self-sufficient compound inside a tower or something. Something that will make the tower a bit more interesting. (Yet not risk the safety of the dwarves. Much)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **December 03, 2012, 03:27:44 pm**

1st Granite

The bubble grass. It hurts my eyes!
I think that I found the gates Microline mentioned. Started fixing a few potential places the critters might get in.
Dorfed myself (engraver) and Microline (the militia commander).

10th Granite

Another ambush. Curse them!
We have 9 drinks and 0 prepared meals. Well, atleast we have plump helmets :P
Some many mediocre farmers but only one cook that is too busy farming and crafting stone blocks. Time to assign some jobs. We have many weapon/armorsmiths and I don't want to produce junk crafted by the dabbling smiths when the talented ones are idling in the background.
Our workshops and farms are all over the place.
Time to get some cooking and weaponcrafting done.

26th Granite

The goblins are fighting the zombie remains of our former citizens.
Started producing mechanisms for the zipperbridge.

Arrugkesting, "The Musty Meteor", a lead mace

This is a lead mace. All crafts dwarfship is of the highest quality. It is studded with lead, decorated with larch, cave spider silk and reindeer leather and encircled with bands of cushion green tourmaline cabochons. On the item is an image of a cave wheat in pig tail fiber.

Somehow the weaponsmith managed to finish his mood (darn it, he was only possessed) and produced us a rather useful little weapon: A lead mace! (where did that drunken little bugger find spider silk?)

Spoiler (click to show/hide)

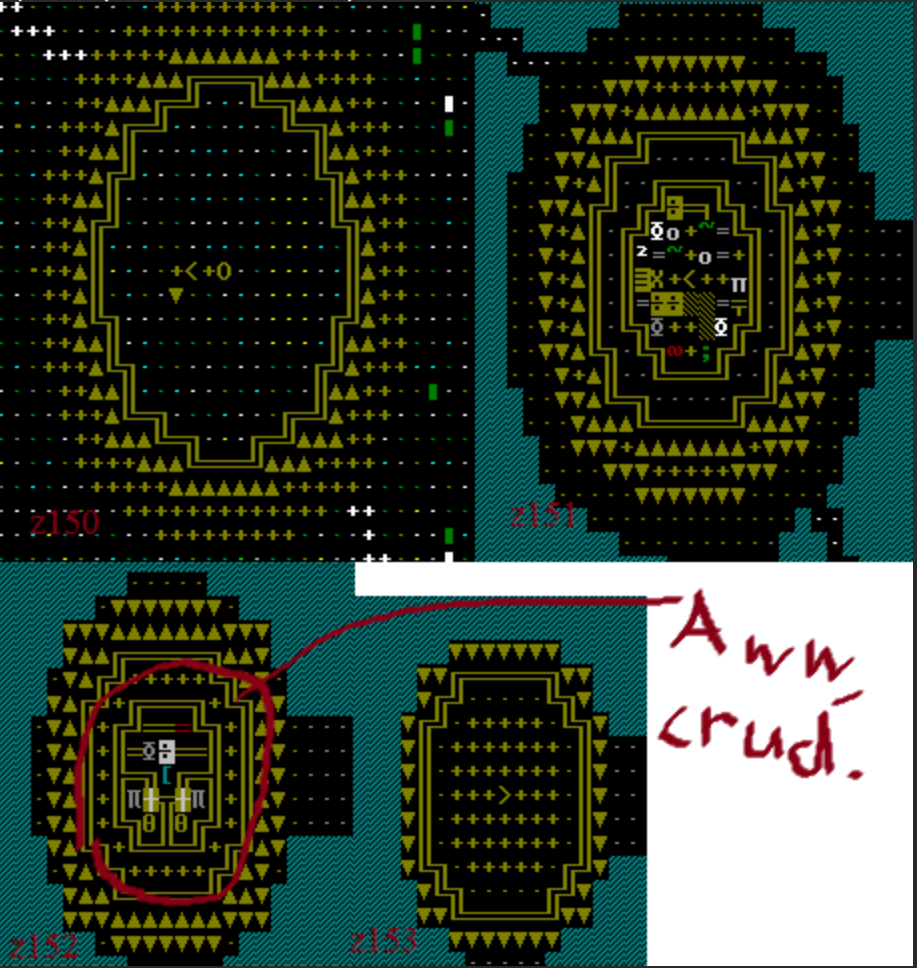


Tested the zipper bridge. Everything is connected.

20th Galena

Kobolds. Skulking filth. Well, atleast the necromancer has someone to keep him company.

Spoiler (click to show/hide)



The 2 dwarf tower is ready to be sealed. I screwed up and forgot that the floor above constructed walls is a supporting construct. Because of that the construct can't be crashed down since it's second floor is connected to the roof yet it still suffers from being made so narrow so that it doesn't touch the walls of the tower. Crud
Edit: Didn't notice that collapsable towers are forbidden. Well, it won't collapse and even if it did it wouldn't affect the tower in any way. Two dwarves starved in the mines. Might have had something to do with the burrows.
The south tower pit is not symmetrical (since the tower isn't completely round) . Someone can fix it if they want.
I tried to make The Defensive Flag shoot the darn necromancer but he is walking just out of their range.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **December 03, 2012, 05:48:53 pm**

What's the deal with the zipper bridge, anyway?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **December 03, 2012, 06:56:33 pm**

12th Galena

More kobolds. I am almost starting to feel sorry for them (but not really)
Started looking for more galena (I'm starting to suspect that it's the only ore we have)

18th Galena

A militia commander mooded. Claimed a clother's workshops and is screaming that she wants silk. If she wants silk she can just walk outside and go ask our quests if they have any.
Six more goblin ambushes came. Poor bastards didn't live long.
Ok, actually they still live. They are just not alive anymore.

20th Galena

Ok, 8 ambushes :P
Lets see... Hmm, 3 necrodudes and roughly a hundred little corpsicles. I am darn glad that I'm in this side of the wall.

2th Limestone

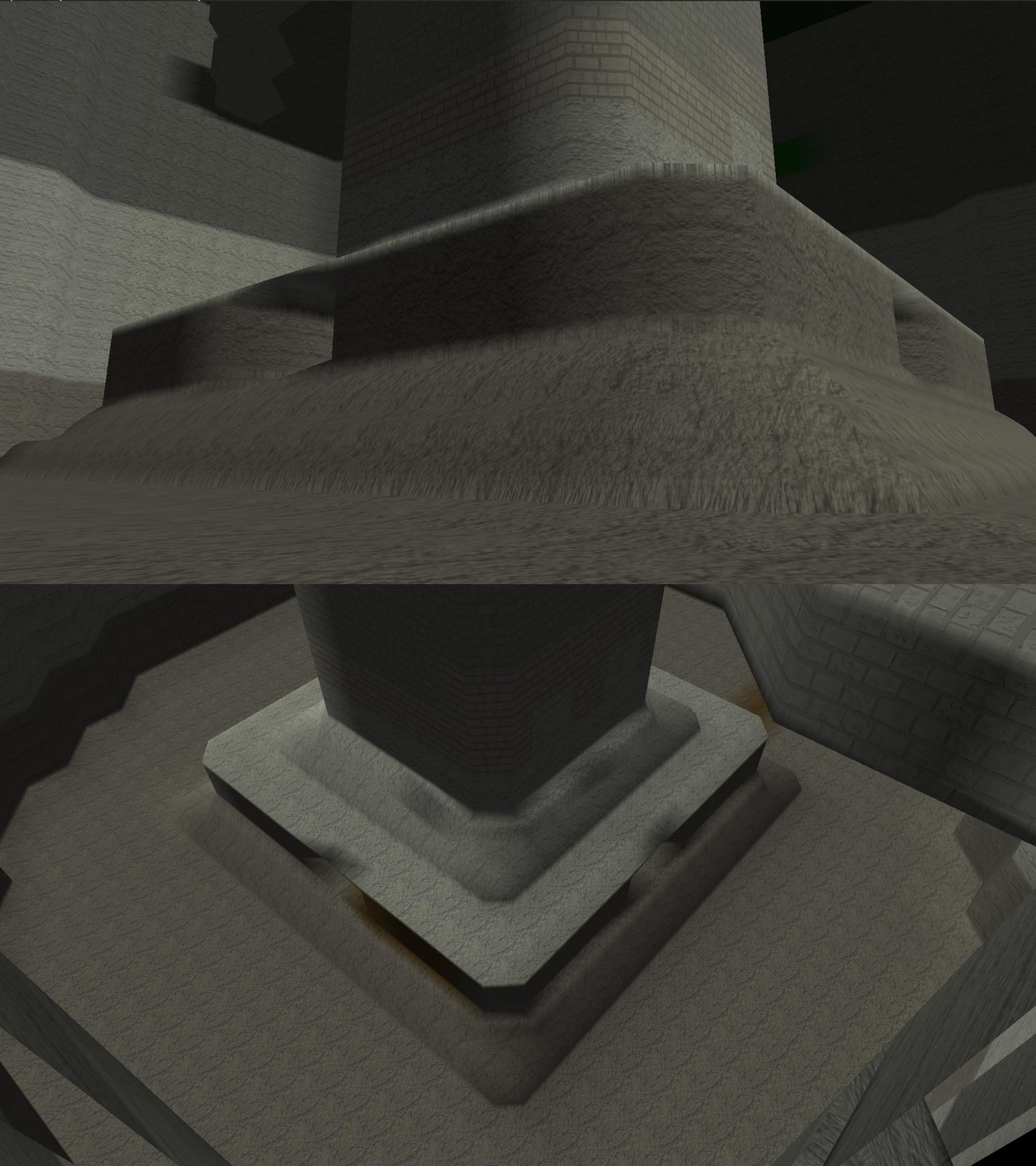
The dorfs are partying around a table. I wonder if they are dancing thriller night (it would fit the current state of the site. Not that I listen to that music)

Sandstone

I stopped trying to keep all the floors in the towers the same color. Too much hassle getting enough blocks of the same stone.



[Spoiler](#) (click to show/hide)



Started smoothing and engraving the walls near the bottom of the strange hole under the central tower just for the heck of it. Will dig it deeper when we need more stone.

10th Timber

One of the unfortunate idiots I chose for the sealed tower has been sleeping for the whole year. Broken spine or something. Time to deconstruct his bed and tell him to get back to work. BMacZero almost got trapped in the tower with them. The walls in the sealed part have been replaced with wall grates. I sealed two dwarves in (one is completely immobilized).

Moonstone



Not much has happened. The kitchen floor constructions are progressing rather slowly. I ordered some stonefall and cage traps to be constructed in the south tower enterence. Miners seem to have buggered off somewhere. The fortress hasn't changed much during my turn. Miners seemed to be stuck in an area between the inner and outer walls. They could have gotten out but were scared of a rather menacing looking severed arm in the cliff. I presume that it was giving them the "finger" :P

Opal

The mayor mandates ballista arrows. Why the heck would we need them?



Dug into the murky pool and build a wall to prevent critters entering via it. An eagle corpse flew inside the tower and started breaking havoc inside the bedrooms area. We only lost 2 dwarves. I suppose that we need to make our central tower airtight? 4 dwarves are starving on the ramps of the nort eastern tower. They can get out but are too scared to do so :P Constructions have been slow because the masons get scared and end up cowering in fear in some random corner and don't want to come down.

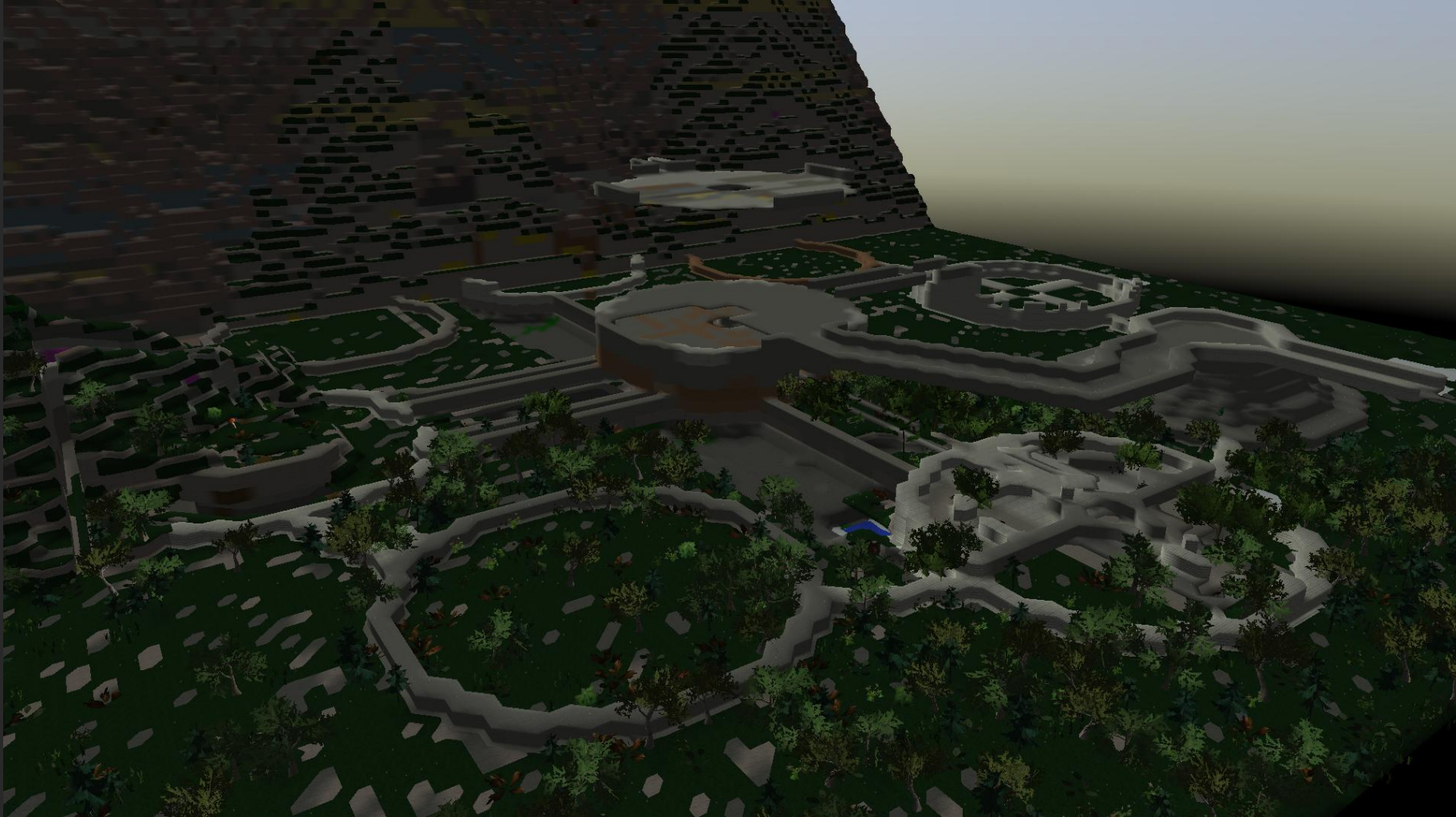
Obsidian

Even the mechanic is too scared to build any traps. More gobbos came. Still unable to build the eastern kitchen tower. The zombies moved away so the dorfs finally managed to start building the eastern side of the tower. Cave-in while removing a piece of floor. Oops. No deaths. Also, since I couldn't build a diningroom in the tower in time I constructed a floored dining room on the ground floor.

[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



<http://dff.d.wimbli.com/file.php?id=7192> (<http://dff.d.wimbli.com/file.php?id=7192>)
<http://mkv25.net/dfma/map-11494-skyscrapes2>]http://mkv25.net/dfma/map-11494-skyscrapes2]http://mkv25.net/dfma/map-11494-skyscrapes2 (<http://mkv25.net/dfma/map-11494-skyscrapes2>)

Quote from: Sizik on December 03, 2012, 05:48:53 pm
What's the deal with the zipper bridge, anyway?

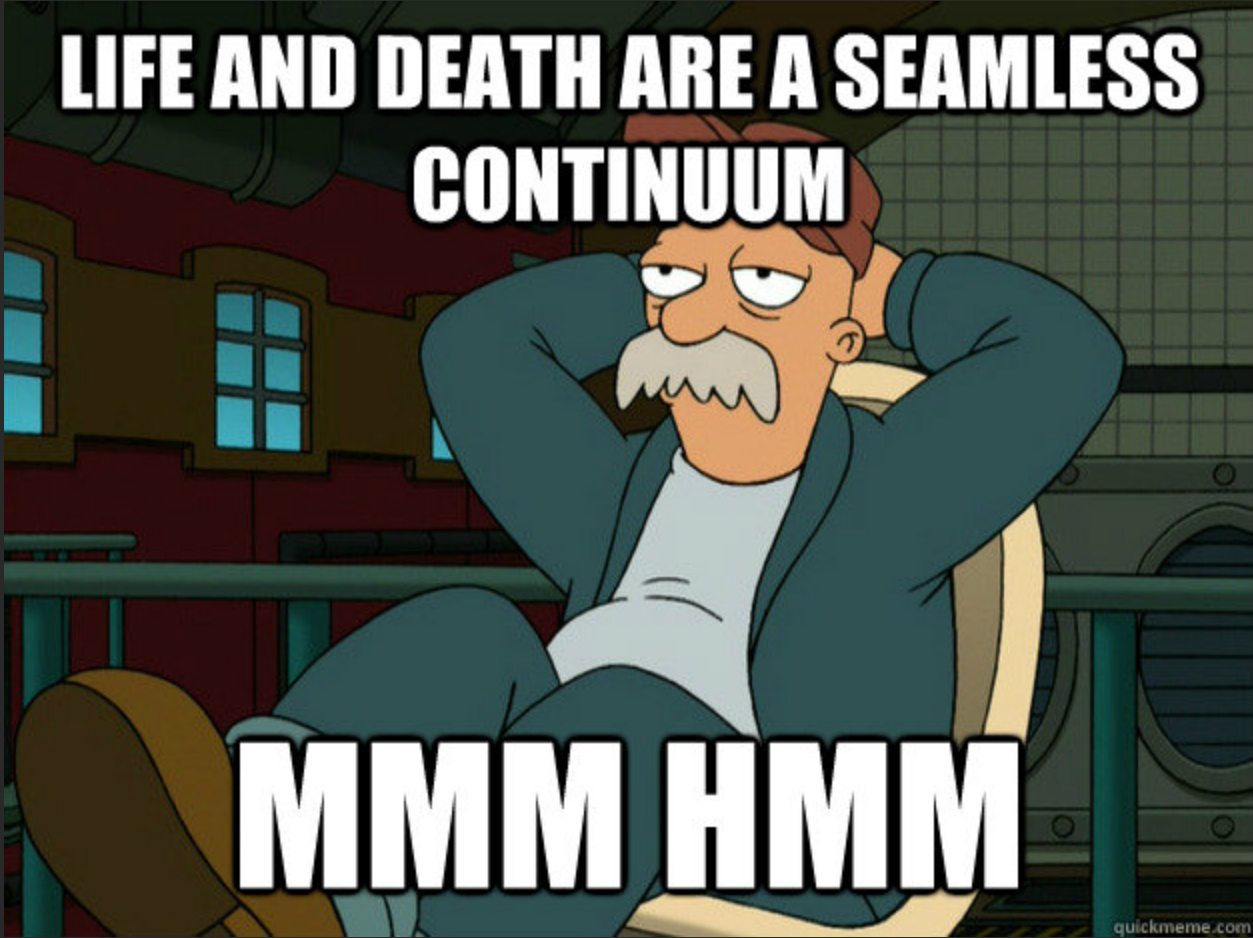
No idea. I think that someone called it that earlier in this thread. It is just more ncomplicated way of building a bridge (pretty much just a dozen smalled bridges.) I suppose that it will work even if something too heavy steps on it since the remaining bridges still function.

So, basically during this turn:
-I mined more stone (a few areas deep underground and a pit under the main tower)
-Worked a little on the east tower. Severed the murky pool from the outside, started making a dining room and build kitchen/still where they are easier to find.
-Dug a shallow dodgetrap in the S tower
-Build a small, sealed section in the NE tower containing one dwarf and a dead paralyzed dwarf. While it can be collapsed the support is not linked so I hope it won't be against the rules. The dwarf doesn't have a pick but can get out by deconstructing. He has strawberries and a kitchen/still.
-Did some little things (food, booze, a few warhammers, some coffins, walls and a crude dormitory)

To the next overseer:
There is a ramp leading down from the walls/roof of the NE tower. Remove it if zombies get on top of the walls.
There is a small hole in the inner walls near the S tower that I used to let the scared miners out.
There should be some slabs of ghosts being produced. Stick them somewhere if the ghosts become a nuisance.
I suppose that the pit under the zipper bridge should be deeper.
Have fun.

Just one more thing about the zombies:
Sometimes. Sometimes they fly! The pecking! The PECKING!

The towers are still quite low. Must be because we have so many of them so we can't concentrate one or two. None of them except for the middle one can even be called towers.
Also, pity the poor kobolds. They get gangraped by hordes of goblins, zombies, zombie goblins and various animals the very moment they enter the site.



Quote from: Scruffy on December 03, 2012, 06:56:33 pm

Quote from: Sizik on December 03, 2012, 05:48:53 pm

What's the deal with the zipper bridge, anyway?

No idea. I think that someone called it that earlier in this thread. It is just more ncomplicated way of building a bridge (pretty much just a dozen smalled bridges.) I suppose that it will work even if something too heavy steps on it since the remaining bridges still function.

That's the basic idea. Knowing this fort, it's only a matter of time until some enterprising necromancer brings his herd of zombie elephants. This way we, anything we can't drop 20 z-levels we can trap and plink to death with crossbows and ballistae (or devise a more convoluted solution).

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **December 04, 2012, 12:28:53 am**

<http://www.bay12forums.com/smf/index.php?topic=109564.msg3843619#msg3843619>

<http://www.bay12forums.com/smf/index.php?topic=109564.msg3846794#msg3846794>



Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **timferius** on **December 04, 2012, 07:22:47 am**

I honestly did not expect this to survive. Keep up the good work! It's sounding epic!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **December 04, 2012, 07:41:07 am**

Oh, and can I get a new turn?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **December 04, 2012, 08:52:38 am**

You're next Graebeard.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **December 05, 2012, 10:57:44 pm**

Oh, dang. I'm working about 80 hours a week right now on year-end stuff. Can I haz a bump down to the end of the list?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **December 06, 2012, 12:40:02 pm**

Next is Megaman3321.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **December 09, 2012, 01:41:58 pm**

Quote from: Sizik on December 06, 2012, 12:40:02 pm

Next is Megaman3321.

He hasn't been on since 22 November, so I don't know if we're going to get a reply.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Cobbler89** on **December 09, 2012, 02:10:53 pm**

You know what's really great is to look at the pics of this project growing while listening to music from the original series of Star Trek.
dun, dun, DUN, dun, DU-DU-DU-DUUUUUN!!!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **December 09, 2012, 03:34:09 pm**

Quote from: Microcline on December 09, 2012, 01:41:58 pm

Quote from: Sizik on December 06, 2012, 12:40:02 pm

Next is Megaman3321.

He hasn't been on since 22 November, so I don't know if we're going to get a reply.

Sorry, I've been busy with studying for finals. Next up is TheDJ17.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **TheDJ17** on **December 09, 2012, 09:56:56 pm**

Shit! I'd completely forgotten about this. I'd love to have a turn but school is being really crazy this week. Could you put my name at the end of the list please?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **tahujdt** on **December 10, 2012, 11:44:26 am**

I would like a turn.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **December 10, 2012, 11:47:06 am**

Next up is TurkeyXIII

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **December 10, 2012, 12:55:15 pm**

Can I drop lower on the list? I want to give the potential new players a chance to have a turn before starting a second round.
(Though I'm eager to play)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Mageziya** on **December 11, 2012, 05:07:19 pm**

I don't think many people are going to be able to do this around this time of the year, due to the dreaded mulit-being known as finals.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **TurkeyXIII** on **December 15, 2012, 09:44:37 pm**

Oh, already? That'll learn me for not checking DF forums often enough. I will start tonight.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **TurkeyXIII** on **December 17, 2012, 08:42:01 pm**

5th Granite 106

Let's be blunt: we have problems. I migrated to this fort amidst promises of a towering monument of dwarven ingenuity, what I find it little more than a random assortment of scaffolding. While we have the dwarfpower to fight the siege of undead constantly at our gates, some genius has dropped most of our weapons in an open field within sight of a zombified emu, where nobody dares venture to retrieve them. And despite all this, the guy in charge is nonchalantly sitting back in his granite throne murmuring something about life and death. We don't even have a manager! Well, we do now.

mayor	Zuntîr Olonisak, mayor
captain of the guard	VACANT
militia commander	Ustuth 'Microline' Mörulingish
hammerer	VACANT
manager	Ustuth 'Turkey XIII' Dorenthiz
chief medical dwarf	Kogan 'BMacZero' Eshtënozor, c
broker	VACANT
bookkeeper	Zuntîr Olonisak, mayor

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **TurkeyXIII** on **December 19, 2012, 12:34:24 am**

9th Granite

Not only us and kobolds that find the undead difficult to deal with.

The Luc Anauce's head bites The Goblin Master Thief in the right lower leg, chipping the bone through the <<magpie man leather trousers>>!
The Luc Anauce's head latches on firmly!
The Goblin Master Thief falls over.
The Goblin Master Thief misses The Luc Anauce's head!
The Goblin Master Thief gives in to pain.
The Luc Anauce's head shakes The Goblin Master Thief around by the right lower leg, tearing apart the right lower leg's muscle and bruising the bone!
An artery in the right lower leg has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!
The Luc Anauce's head bites The Goblin Master Thief in the head, bruising the muscle, shattering the skull and bruising the brain through the <<-«giant mole leather hood»->>!

15th Granite

The constant moaning of the undead beyond the walls have prove too much for Mafol, our secretive mechanic. Or perhaps we just didn't have any silk, either can push a dwarf over the edge, so he went berserk. A marksdwarf kept him subdued until a speardwarf came to take him out.



13th Slate

The production of bolts, crossbows and quivers has given The Defensive Flags enough equipment to take out the zombies harassing haulers in the south-west section. The convenient arrival of a herd of unicorns to the north has also reduced the amount of terror involved in further constructions, so an extra few levels on the north tower should be able to continue.

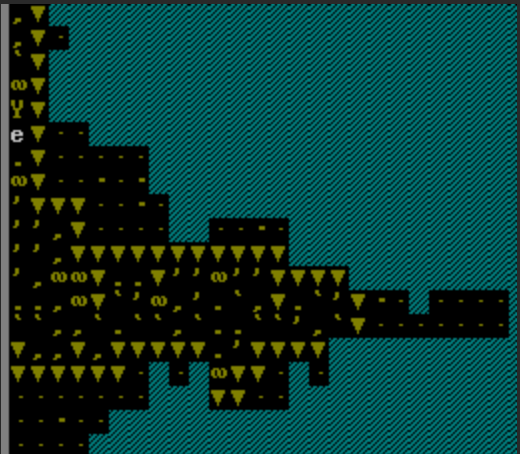
In other news, Alath Nubamzaneg and Mezbutth Idakath welcome their third child.

19th Slate

After re-killing the same emu corpse three times, Zulban has concluded that there is probably a necromancer lurking around the southern section of the cliff.

13th Felsite

An elven caravan has arrived to the north-west, atop the zombie cliffs. We have made a strategic decision to not attempt a rescue.



24th Felsite

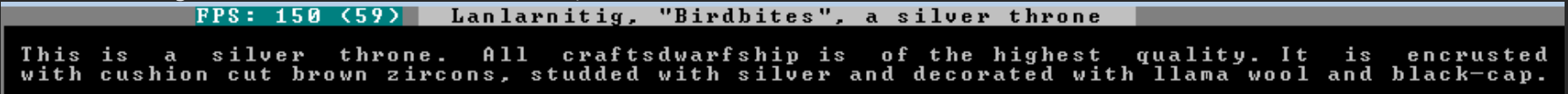
Attained a general familiarity with wild boar training methods. Ast the woodworker has tamed 9 wild boar which now run freely around the fortress. Once we have a breeding population, we will be able to vary our diet beyond strawberry biscuits.

26th Felsite

Urvad the Blacksmith went fey, claimed a forge.

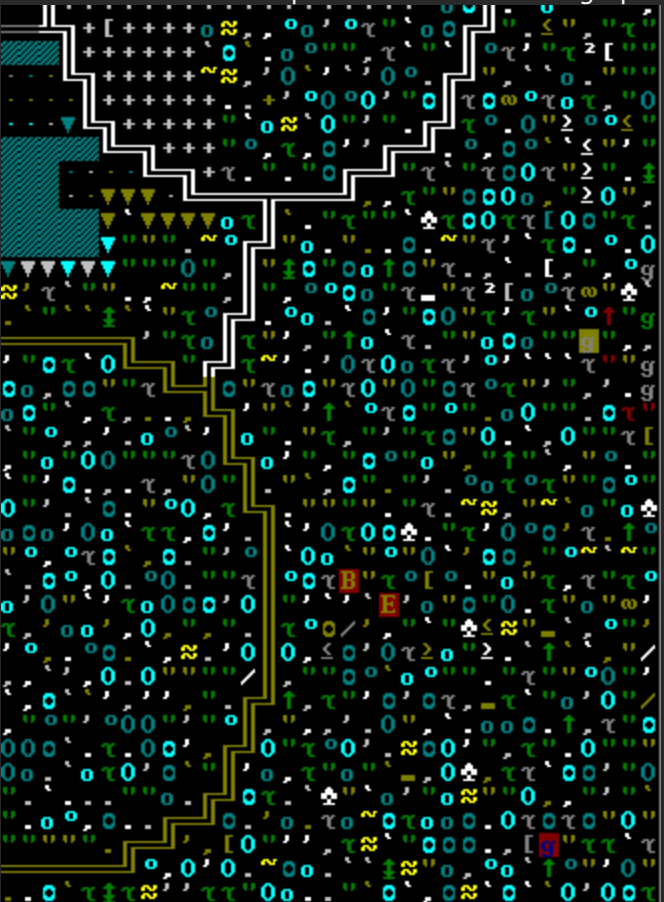
11th Hematite

After demanding we shear a llama for woolen cloth, Urvad made this:



15h Galena

And ambush! Curse th- oh, wait, they're fighting the zombies. Never mind, then. Although Microcline has taken it upon himself to shoot at one of the ambush parties from his vantage point on the wall.



(Microcline is on Z+1 of the brown walled tower, where he had been constructing a wall.)

19th Galena

Thanks to the heroic efforts of our goblin friends, there are no longer any zombies outside the tower walls. There is one trapped in a section of the west tower that they couldn't get to, and a whole crapton in cages still.

A human caravan from Anthath has arrived in to the south-west, almost completely surrounded by goblins. I am still suspicious of the goblins motives for helping rid us of the zombie infestation, so I will keep the gates closed until the humans have negotiated safe passage through the goblin ambush parties.

21st Galena

It appears their negotiations have failed.



End of Summer Report:

Only three of the nine towers have been added to in the last six months, and that is unlikely to change until the end of the year. The important areas like mayoral offices, including an office for me, are nearing completion. Other non-essential projects, such as the hospital, have not been given much consideration.

The fort is sealed to the goblin ambush parties outside the gates. There are about three or four groups left. The mostly hang around the zombie cliffs, re-killing anything that gets raised out there.

While the weapons have been recovered and our bolt supply is good, building upwards, away from the goblins is a higher priority than killing them. We have not had any migrants attempt to reach the fortress this year, fortunately. Perhaps when we are better prepared to receive them they will return.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Ruhn** on **December 19, 2012, 09:37:49 am**

Good Progress!
I had my doubts before, but now I believe that the dwarves will survive and prosper in this wicked land.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **December 19, 2012, 09:44:13 am**

Quote from: Ruhn on December 19, 2012, 09:37:49 am
Good Progress!
I had my doubts before, but now I believe that the dwarves will survive and prosper in this wicked land.

They fight for a few years and then blend in with the local wildlife. If you ask me, Dwarves are evil creatures anyway. Kind of like a more dangerous underground variety of goblins.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **TurkeyXIII** on **December 19, 2012, 01:14:20 pm**

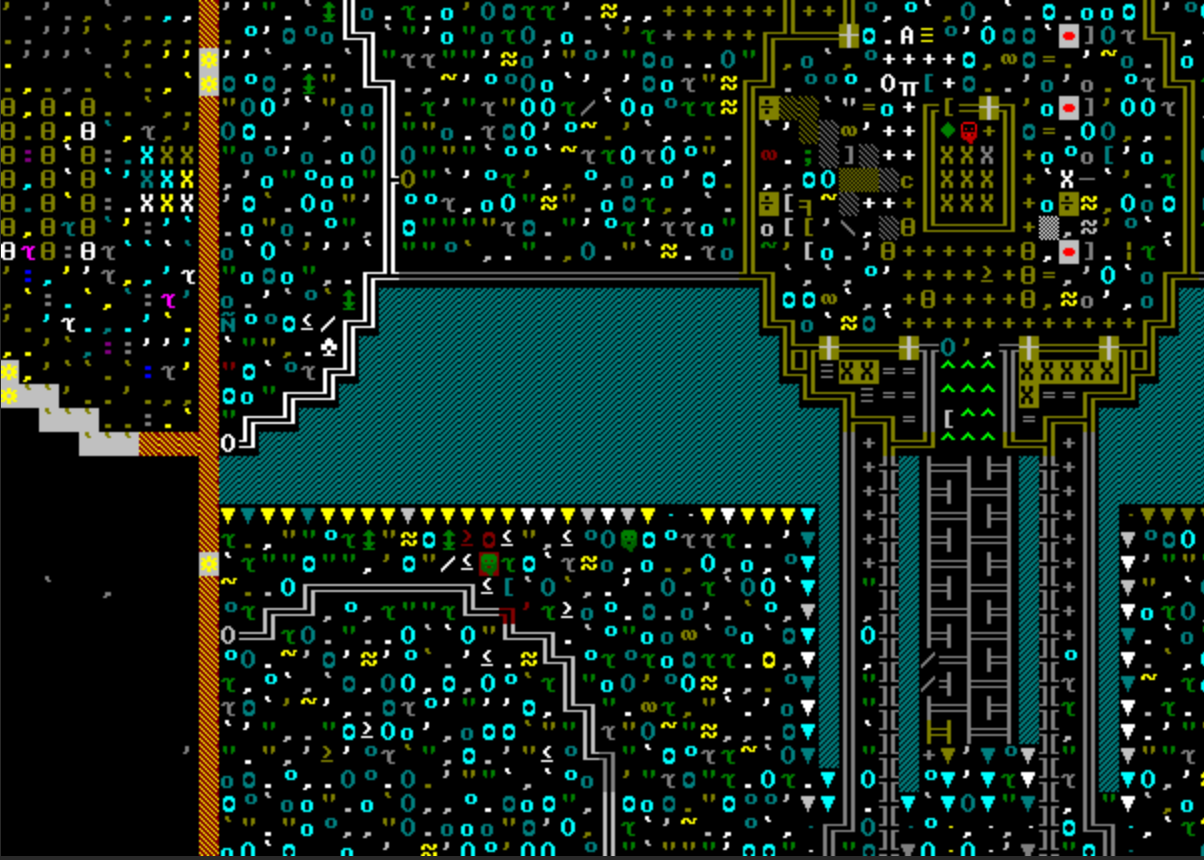
Save is here:
<http://dffd.wimbli.com/file.php?id=7239>

I'll give an outline of how it went tomorrow when I'm awake. It wasn't that interesting, but the next player should have a fun time of it ;D

Edit:

9th Sandstone

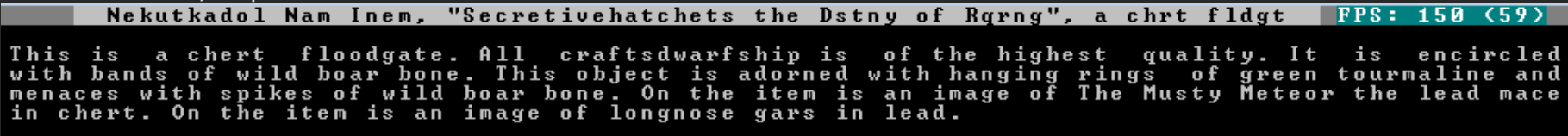
Today we lost the first military dwarf on my watch. Uzol Appearworked, the Symmetry of Strangers was shot through the heart in an attempt to chase the goblins away from the cliffs near the chert quarry.



21st Sandstone

Microcline, the militia captain, became possessed and claimed a mason's workshop.

Three weeks later, he presented this:



12th Timber

In the course of building the ceiling to the mayor's bedroom, Microcline was hit by a falling brick and broke his hand. We hope he'll be ok:

he's our best marksdwarf.

19th Timber

Again, a trade caravan has arrived amidst goblin ambush parties. It was assumed they would perish, and the gates remain closed.

The guards fight bravely, but ultimately all were killed upon the arrival of bowgoblin reinforcements.



13th Obisian

The dead walk! ...Still! Again?

The necromancer has a huge number of corpses to raise, too.



End of year report:

Very little has been accomplished since the last report. Work is being done, certainly, stone blocks being hauled left and right. But time appears to be against us as we approach the end of the year and so few planned constructions yet bear any resemblance to what was intended. And to top it off, all of the corpses that we've been more-or-less ignoring for the past 12 months just got up and started shambling around. The arrival of a trade caravan becomes less and less likely.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **December 19, 2012, 04:08:36 pm**

Next up is me.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **December 21, 2012, 05:26:16 pm**

There's got to be a good way to deal with all the zombies, but I've never tried. Does something bad still happen if you dunk them in lava?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **December 21, 2012, 06:01:52 pm**

Quote from: Graebeard on December 21, 2012, 05:26:16 pm
There's got to be a good way to deal with all the zombies, but I've never tried. Does something bad still happen if you dunk them in lava?

Well, instead of being sieged by an endless horde of undead monsters we would be sieged by an endless horde of BURNING undead monsters (and our backyard would be covered in lava)

Magma only destroys corpses so the zombies would have to die first.

Edit: So, feel free to do it. Sounds fun.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **jesternario** on **December 21, 2012, 10:28:44 pm**

Quote from: Scruffy on December 21, 2012, 06:01:52 pm

Well, instead of being sieged by an endless horde of undead monsters we would be sieged by an endless horde of BURNING undead monsters (and our backyard would be covered in lava)

Magma only destroys corpses so the zombies would have to die first.

Edit: So, feel free to do it. Sounds fun.

Okay, so you build BALISTAS alongside the magma cannon. I see no problem there.

Why haven't you guys build balistas yet?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **December 22, 2012, 12:12:12 pm**

Quote from: jesternario on December 21, 2012, 10:28:44 pm

Quote from: Scruffy on December 21, 2012, 06:01:52 pm

Well, instead of being sieged by an endless horde of undead monsters we would be sieged by an endless horde of BURNING undead monsters (and our backyard would be covered in lava)

Magma only destroys corpses so the zombies would have to die first.

Edit: So, feel free to do it. Sounds fun.

Okay, so you build BALISTAS alongside the magma cannon. I see no problem there.

Why haven't you guys build balistas yet?

Balistas are decorative only in my opinion since they do very little damage.
They have very poor combat effectiveness and are manned by cowards (civilian dwarves).
That is probably why no one has built them yet.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **jesternario** on **December 22, 2012, 05:38:08 pm**

Quote from: arclance on December 22, 2012, 12:12:12 pm

Balistas are decorative only in my opinion since they do very little damage.
They have very poor combat effectiveness and are manned by cowards (civilian dwarves).
That is probably why no one has built them yet.

They may not be military, but if you want to get rid of the necromancers, it is best to use everything at your disposal, isn't it?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **arclance** on **December 22, 2012, 06:04:38 pm**

Quote from: jesternario on December 22, 2012, 05:38:08 pm

Quote from: arclance on December 22, 2012, 12:12:12 pm

Balistas are decorative only in my opinion since they do very little damage.
They have very poor combat effectiveness and are manned by cowards (civilian dwarves).
That is probably why no one has built them yet.

They may not be military, but if you want to get rid of the necromancers, it is best to use everything at your disposal, isn't it?

This is the problem with them being non-military as described on the wiki.

Quote

Siege operators are "civilians", and as such they will run in fear if enemy units come too close to them. "Too close" varies somewhat, but may be as far as 10 tiles

If you had a lot of dwarves you might be able to use mass ballistas to detect necromancers through stray shots but it would hard to keep operating all the time since you need a lot of wood to build ballistas and ballista ammo.
I have built flanking five ballista emplacements before and all it did to goblin sieges is make them leave a little faster because they were very bruised.
It looked cool but did not work very well.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **jesternario** on **December 22, 2012, 07:00:33 pm**

Every little bit helps. Train military, then use the balistas to support them. I only suggest ballistas because it was established that all a magma cannon would do is make burning zombies (and maybe kill a necromancer). Can you train necromancers?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **December 23, 2012, 01:22:54 am**

For anyone who wants a peek at how the fortress is doing, here's the map from TurkeyXIII's turn.

<http://mkv25.net/dfma/map-11523-skyscrapes2> (<http://mkv25.net/dfma/map-11523-skyscrapes2>)

Good luck Sizik.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **January 04, 2013, 03:06:45 am**

Progress is slow, but steady.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **January 04, 2013, 11:03:03 pm**

Huzza for progress! I plan to tender my resignation to my boss on Monday. Depending on how things go, I could have some good time for a turn in the next few weeks.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **January 07, 2013, 09:53:23 pm**

At last, it is done. I am now gainfully unemployed.

All of a sudden I have time in my life for the things I've been missing (like DF). Can I haz bump in turn list?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **timferius** on **January 08, 2013, 07:26:00 am**

Quote from: Graebeard on January 07, 2013, 09:53:23 pm

At last, it is done. I am now gainfully unemployed.

All of a sudden I have time in my life for the things I've been missing (like DF). Can I haz bump in turn list?

Haha congratulations! Truly a promotion!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **January 13, 2013, 09:18:17 pm**

"The executions have started. Due to the overabundance of prisoners and the danger of keeping therm around (especially the "necromancers"), the Administration has declared a "no quarter" policy. At least, that's that the rumors say. But I believe them to be true, and I have evidence! Last month, a mechanic friend of mine was contracted to do the mechanics on the new "garbage disposal" that they've been advertising. They say it's part of a program to prevent any "undead incursions", by pulverizing any animal remains until they are naught but dust, unable to be "animated with unlife". This is partially true, and I myself have seen the effectiveness of the contraption at disposing of waste. But consider the size of the machine! Most dwarves have not seen it, since it is underground, only accessible by a small, standard-issue refuse chute, and a maintenance door that is kept tightly locked and under heavy surveillance. As it was described to me, it is large enough for a fine-quality dining hall, or even a very fancy trading depot. Why would they need this much space, when the refuse is only going to be dropping from one small corner of the room? Everyone knows that dwarven garbage chutes are designed to pack the waste into the smallest possible area, so why would they need this much space?

"Now normally, this wouldn't cause too much concern, even in myself. Dwarves are, in fact, prone to over-engineer solutions to the simplest problems. But that's not the end of the peculiarities. A few weeks ago, I caught up with another friend of mine, a furniture hauler. He mentioned they were building a new prison facility, deep underground. I remembered the Administration mentioning something about upgrading prison facilities in their latest propaganda missives, but I took it for more of their empty promises. It turns out that they are stripping the prisoners of all their possessions, and are in fact relocating them to a new facility. A new facility that, based on my friend's description, sound all too similar to the new trash compactor. He also mentioned how the cages were being fitted for release mechanisms. This makes no sense! Why would they put releases on the cages unless they were going to release the prisoners at some point? And why would they release them, unless they planned to kill them?!

"Last night, when the machine was scheduled to go on full operation, I snuck in. Not into the machine itself, but to the maintenance door. It was locked as usual, but I could hear what was going on inside. There were noises; voices, groans, and confused speech I couldn't make out. There shouldn't be anyone else in there, I thought. Then one of them got close to the door, and I could hear him more clearly. He was speaking goblin, he must have been one of the prisoners! A few minutes later, I heard that familiar rumbling; the machine was starting up. The noises turned into more confusion, then panic, followed be screams and shouts, then silence. The machine reset itself and no more noise came from the room. I was horrified. I then heard some noises down the hallway, and crept out as fast as I could while remaining silent.

"First invaders. Next will come criminals. Then dwarves who fail mandates. Then anyone who dares to speak against our so-called Glorious Administration. I am writing this diary in hopes that if I am captured, it will outlive me, and spread the word. Or perhaps if they fluoridate the booze supply, and I am no longer thinking with my right mind, it will remind myself of the truth, and help break free the shackles of oppression we are sure to be living under. It's been years since we've heard from the outside world. They tell us that we are surrounded by hordes of the undead, but all of that's just a cover up to keep us from going outside the walls, keeping us slaves to the government.

"I think they're on to me. I will have to go into hiding. But then, they will search for me, and I will be unable to spread the truth. Thus I will have to hide in plain sight, where they will think that I am no longer a threat, but only a babbling madman. It's the perfect ploy, as that's what they paint me as, so that is what I will become. Those who care to listen, however will find clues, methods in the madness, hints to the greater truth that the greater powers try to conceal from us. And if they piece together the clues, they may even find this diary, where the truth is exposed in plain writing. This shall be my last entry. To those reading this, fight. Fight against the tyranny and oppression of the Administration. Fight against deception and trickery. And above all, fight for the Truth."

-Diary of Ast Kosothmörul

Side note: Skyscrapes 1 needs only 2 more votes to be inducted into the Hall of Legends.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **January 14, 2013, 12:54:34 am**

I am intrigued. Atom smasher, or something a bit more elaborate?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **January 14, 2013, 03:45:18 am**

Yeah, it's just an atom smasher.

OR IS IT?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **January 16, 2013, 07:28:20 pm**

Done.

Save (<http://dff.d.wimbli.com/file.php?id=7311>)
Map (<http://www.mkv25.net/dfma/map-11555-skyscrapes2>)

Next up is Microcline, unless Graebeard (or anyone in the orange list) would like to hop in.

Things of note:

There is an atom smasher on the first underground level. Dwarves can dump in garbage, corpses, or pit unfriendly creatures from the hole above. There is also space for cages to be built, for mass executions, creatures too dangerous to be pitted (like zombie kea), and enemy dwarves (which can't be pitted or moved to a different cage).

I finished up the first and second floors of the east tower, and created some inter-tower passages. Doing work on the western towers is tough due to the frightening undead on the mountainside, but construction on the east can be made easier by creating a ramp up to where the wall will be built, minimizing exposure to scary things (still have to repeatedly unsuspend the jobs though).

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **January 16, 2013, 10:25:43 pm**

Quote from: Sizik on January 16, 2013, 07:28:20 pm

Done.

Save (http://dff.d.wimbli.com/file.php?id=7311)
Map (http://www.mkv25.net/dfma/map-11555-skyscrapes2)

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I think Graebeard has priority over Scruffy and myself because he was prompt about skipping his turn. Well that, and that I really like seeing the things he builds.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **January 16, 2013, 11:33:05 pm**

Sweet! Due to some anomalous suspension of whatever ordinary physical laws seem to apply to these forts, *I actually have time* to do this. Downloading now!

Edit: 372 undead. That's like kind of a lot. Something must be done. Does anyone have experience with luring undead into automated traps? Any designs you like for hoovering everything up?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **January 17, 2013, 02:39:14 am**

I tried to make a ballista port in the SE tower, but I accidentally breached the wall trying to make a hole and couldn't wall off the door in time, so I had to savescum back a few seasons.



Something like this:

Don't know if it would work though. It's designed so siege operators/reloaders ideally have the least exposure to the undead, so they hopefully can fire before running away. (Don't know how effective ballistae are vs. undead either.)

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **January 17, 2013, 07:01:18 am**

Quote from: Sizik on January 17, 2013, 02:39:14 am

Don't know if it would work though. It's designed so siege operators/reloaders ideally have the least exposure to the undead, so they hopefully can fire before running away. (Don't know how effective ballistae are vs. undead either.)

Not very effective. Unless you make the ballistae out of masterwork parts (really hard to get) many of the bolts will just hit the walls. Also they will only hit something if the zombies are really swarming the place
Edit: fixed typos. Was writing from a phone

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **January 17, 2013, 02:18:26 pm**

It was all so peaceful when we arrived. Unicorns grazing over vast fields of bubble bulbs wafting in the wind, dappled with feather tree shade. Mt. Dorfmoar serenely standing guard over the seemingly idyllic valley.

This, we agreed, was a good place. A place we could find rest from our journey. A place we could dig, and build, in peace. A place we could call home.

Seven of us arrived that day. One by one I watched the other six, and scores of the more recent immigrants lured here to their doom, fall to the festering evil lurking deep in the twisted heart of this place. Now, of those that founded this place, I alone remain. It is just me and fewer than one in five of the fools who followed us eking a life out of the corner of land we have closed off from the sea of undead rabidly clawing at our walls.

Rather than a magnificently planned tower (the stunted roots of which we hide within) it is our work that looms over us. There is far, far more to do than the thirty two adults trapped within this aborted masterpiece could possibly accomplish alone. The long-neglected and foolishly ambitious blueprints we drafted on our arrival contemplate an able-bodied workforce numbering in the hundreds, with thousands of dwarf-years of labor required to complete even the initial stages of the tower. They lie alone, spattered in blood, stained by ichor and covered with the dust of years.

This was to be a testament to the grandeur and ingenuity of all dwarfkind. It was to shout our mastery over the land and all that lies beneath it for all to hear. Instead, our stillborn project mocks us and whispers our failure into the ears of all who happen by.

Perhaps it is too late. Perhaps the safe thing to do would be to keep tightly locked up within these walls as the newcomers fall to the shambling horde outside and rise to join their ranks. Perhaps the prudent thing to do would be to wait for a break in the monsters covering the landscape, hastily abandon this cursed place, and leave those still on their way to whatever fate they find here.

But no one ever achieved greatness by playing it safe. And often a certain abdication of prudence is an element of success. We must make this place safe for those who will arrive; we will need them if we are to complete our work.

I pick up and dust off the blueprints. They crackle as I spread them open on the stone table. The gathered crowd looks on silently. Stark resolve glints in their hardened eyes.

“Here” I say, pointing to the abandoned shell of the southeast tower, “is where we start.” My callused farmer’s hands smear away a

portion of the delicate, intricate linework and I crudely draw new plans.

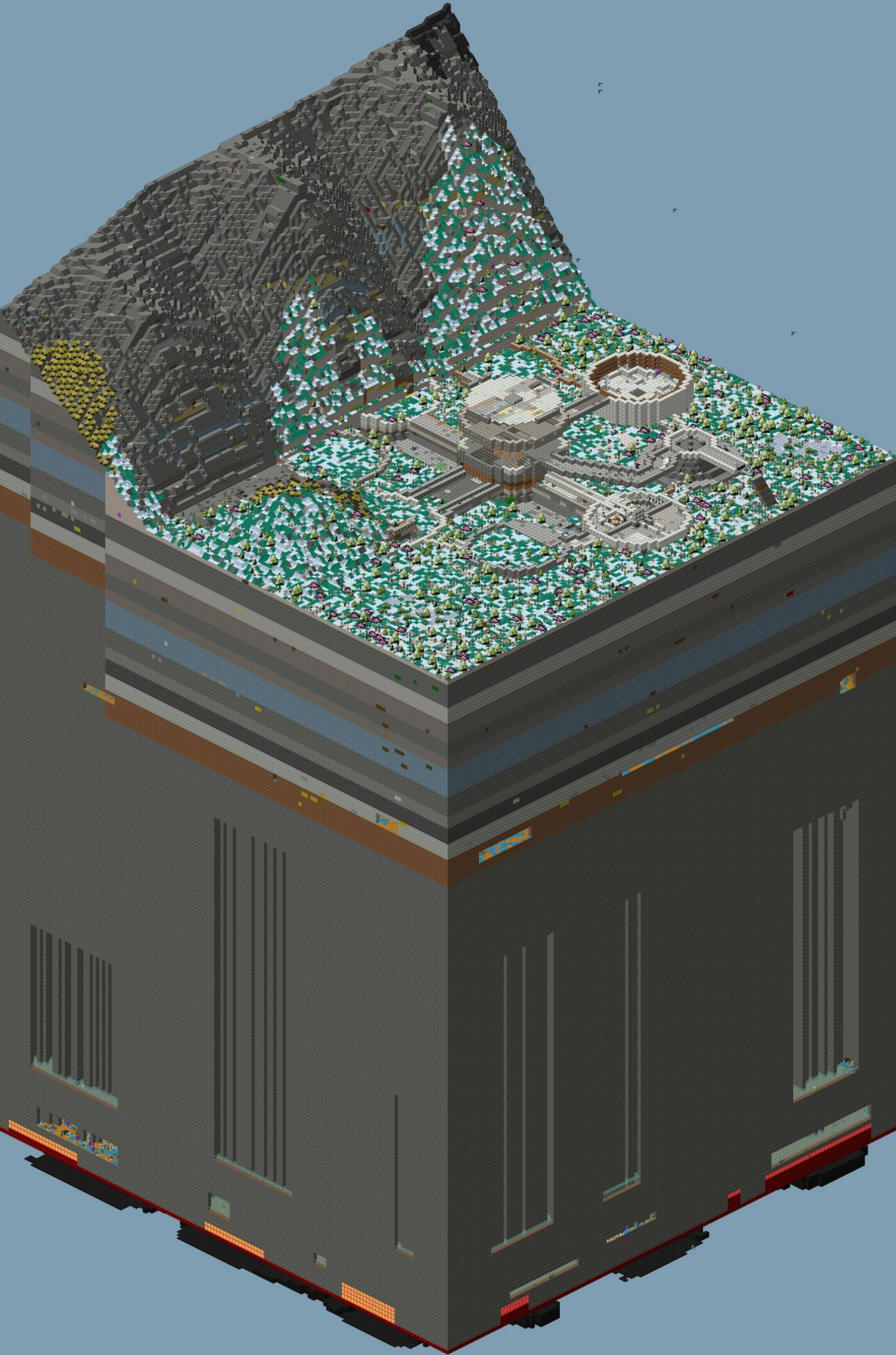
I look up at the other poor fools gathered around. "I know you're scared; we're all scared, but that doesn't mean we're cowards. We can take these skeletons. We can take them, with science."

-Tekkud "Graebeard II" Dodókniral

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **jesternario** on **January 18, 2013, 05:45:59 am**

I like that intro. It promises great story and just as great fun.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Japa** on **January 21, 2013, 01:58:14 am**



Title: **Re: Skyscrapers 2: Scrape Harder! (succession)**
Post by: **Sizik** on **January 21, 2013, 02:47:46 am**

That second cavern layer is huuuuuuuuge.

Title: **Re: Skyscrapers 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **January 22, 2013, 02:36:34 pm**

How's the turn going?

Title: Re: Skyscrapers 2: Scrape Harder! (succession)
Post by: Sizik on February 04, 2013, 01:33:48 pm

How scrapes ye?

Title: Re: Skyscrapers 2: Scrape Harder! (succession)
Post by: Microcline on February 18, 2013, 11:32:17 pm

His last post was in the drunk fortress thread a month ago. Anyone know what's up?

e: VVV Cool. I'll get on it this evening. It's a shame to miss whatever Graebeard constructed though. He always makes the coolest stuff.

Title: Re: Skyscrapers 2: Scrape Harder! (succession)
Post by: Sizik on February 19, 2013, 12:14:20 am

Hmm, not been on the forums since the 27th, so I'll hand the turn off to you.

Title: Re: Skyscrapers 2: Scrape Harder! (succession)
Post by: Microcline on February 23, 2013, 01:46:08 am

Status report: Early Autumn

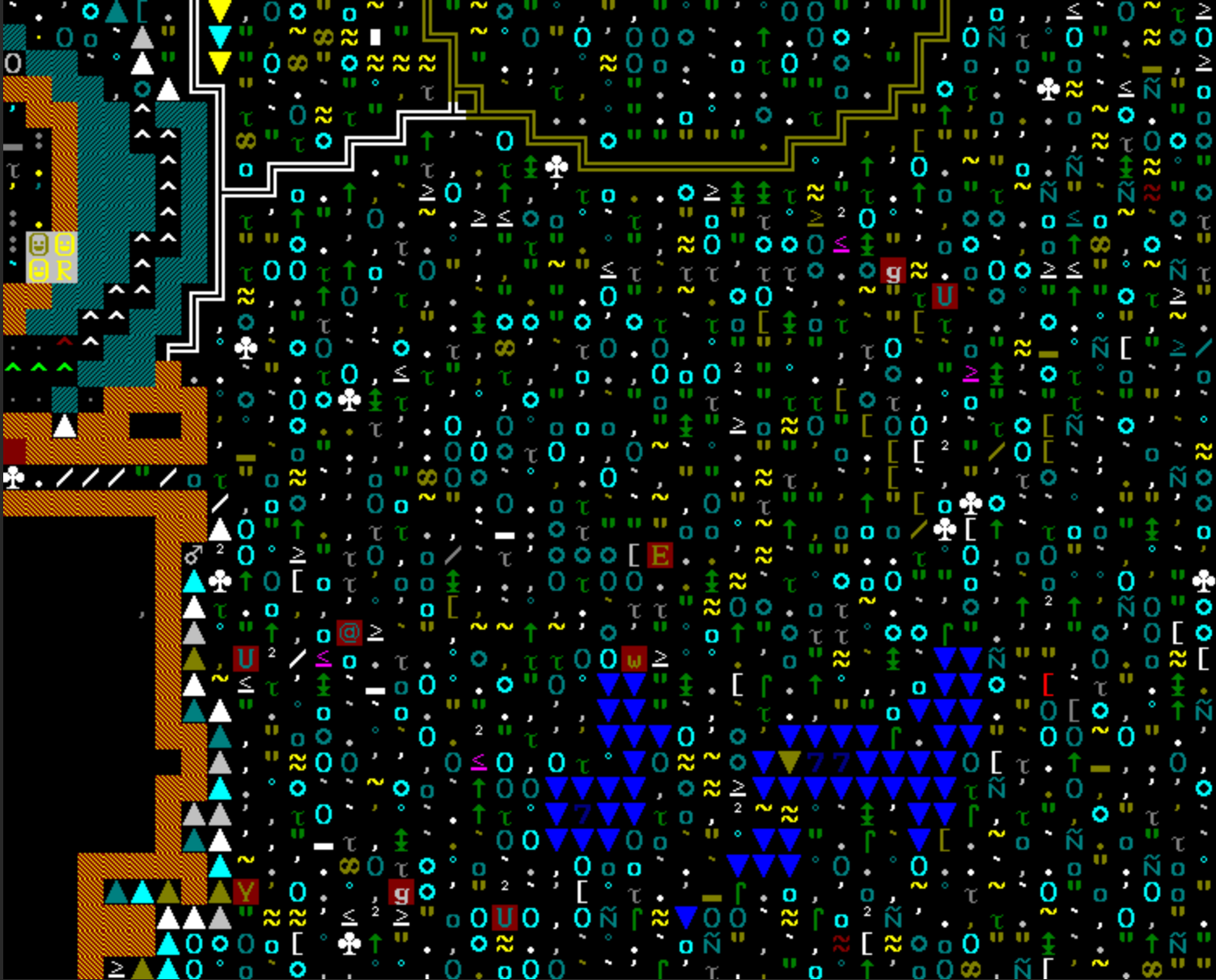
We're still under siege by the undead. However, some of our marksdwarves have gotten pretty good at picking them off

Spoiler (click to show/hide)



The planes in front of the fortress are largely under our control, and we've been able to reduce the number of undead from over 390 to 305.

Spoiler (click to show/hide)



While I'd prefer that it'd go all the way to the caverns, I've deepened the chasm from a 2-5 z-level drop to a 3-11 z-level drop. Combined with the marksdwarves and the southern tower, we should be able to break the siege by the end of the year. The only area that we can't reliably hit are the cliffs where the necromancers are hiding. However, this also means that unless they expose themselves to crossbow fire they can't revive their minions.

Unrelated, this could be troubling
→`Turkey XIII` Dorenthiz, manager is taken by a fey mood!
We're playing Russian roulette with one of our dwarves (if we don't have or can't make what he wants, we're screwed) and I don't think large gems hold that much value in post-apocalyptic zombie hellscape no matter how many masterful engravings of cheese are on it.

\\\\ If your save isn't to bad you can finish it/give it to me to finish. I'm going to have to reset my year anyway due to some mistakes that would make it difficult for the next overseer.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **February 28, 2013, 01:05:11 pm**

Just wanted to step back in and apologize to everybody about disappearing. I let my general anxiety (at a high level now) manifest itself towards this game and just dropped it.

Microcline, I hope you're better able to deal with this mess than I was. I'm sure you've figured it out by now, but the epic levels of cancel spam are a truly harrowing challenge.

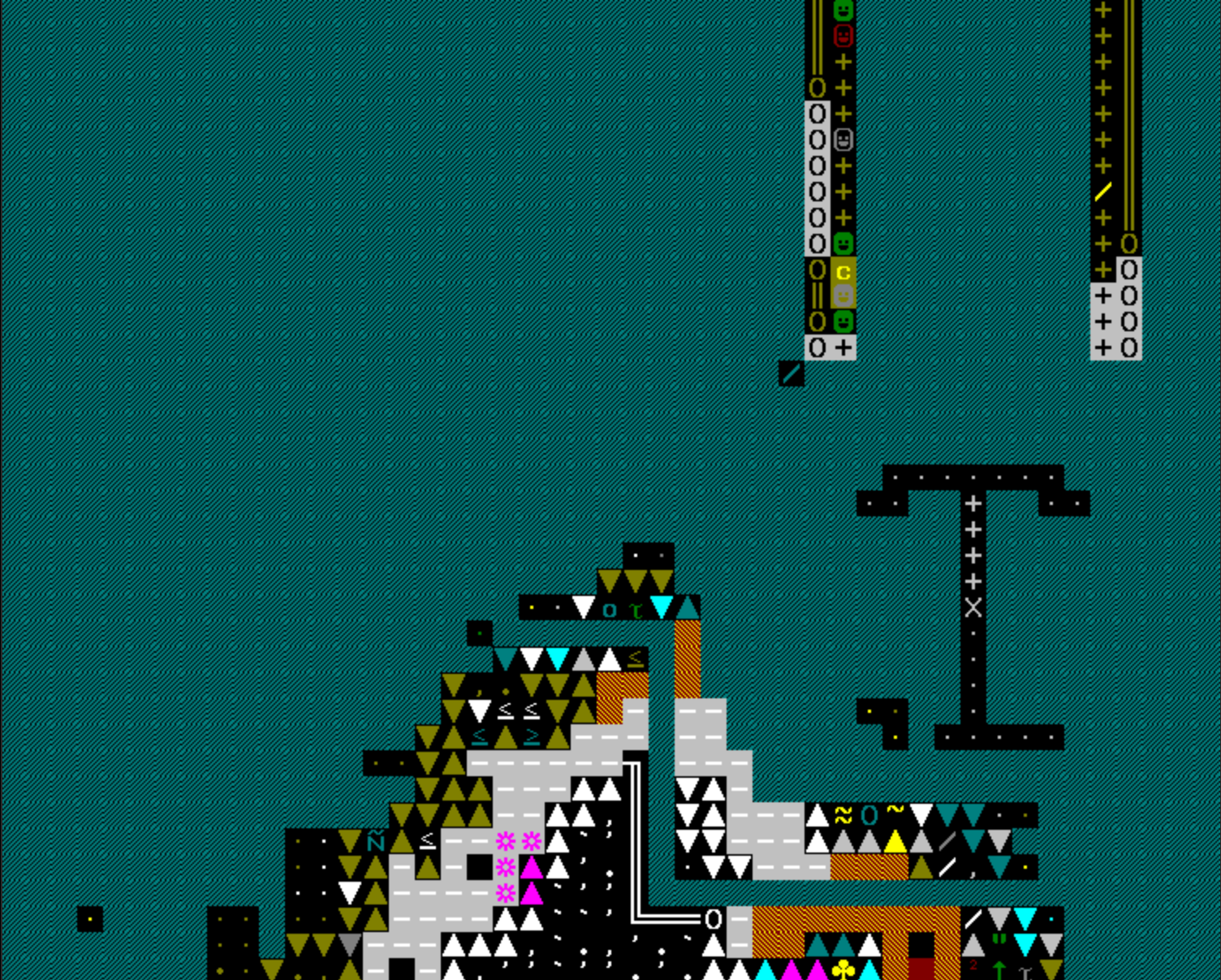
Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **March 05, 2013, 01:38:49 pm**

Quote from: Microcline on February 23, 2013, 01:46:08 am

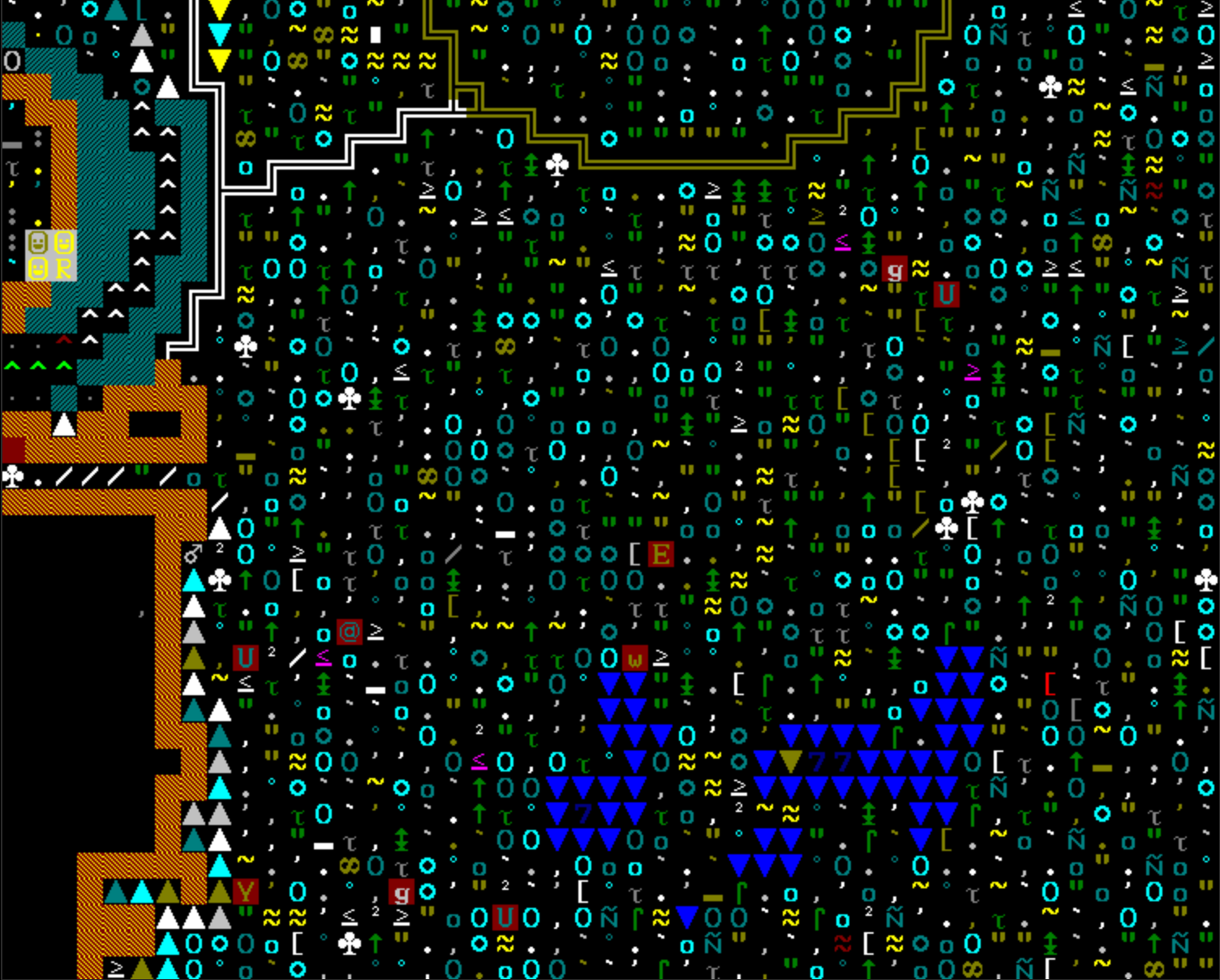
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[Spoiler](#) (click to show/hide)



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Are you continuing?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Microcline** on **March 05, 2013, 03:11:17 pm**

Quote from: Scruffy on March 05, 2013, 01:38:49 pm

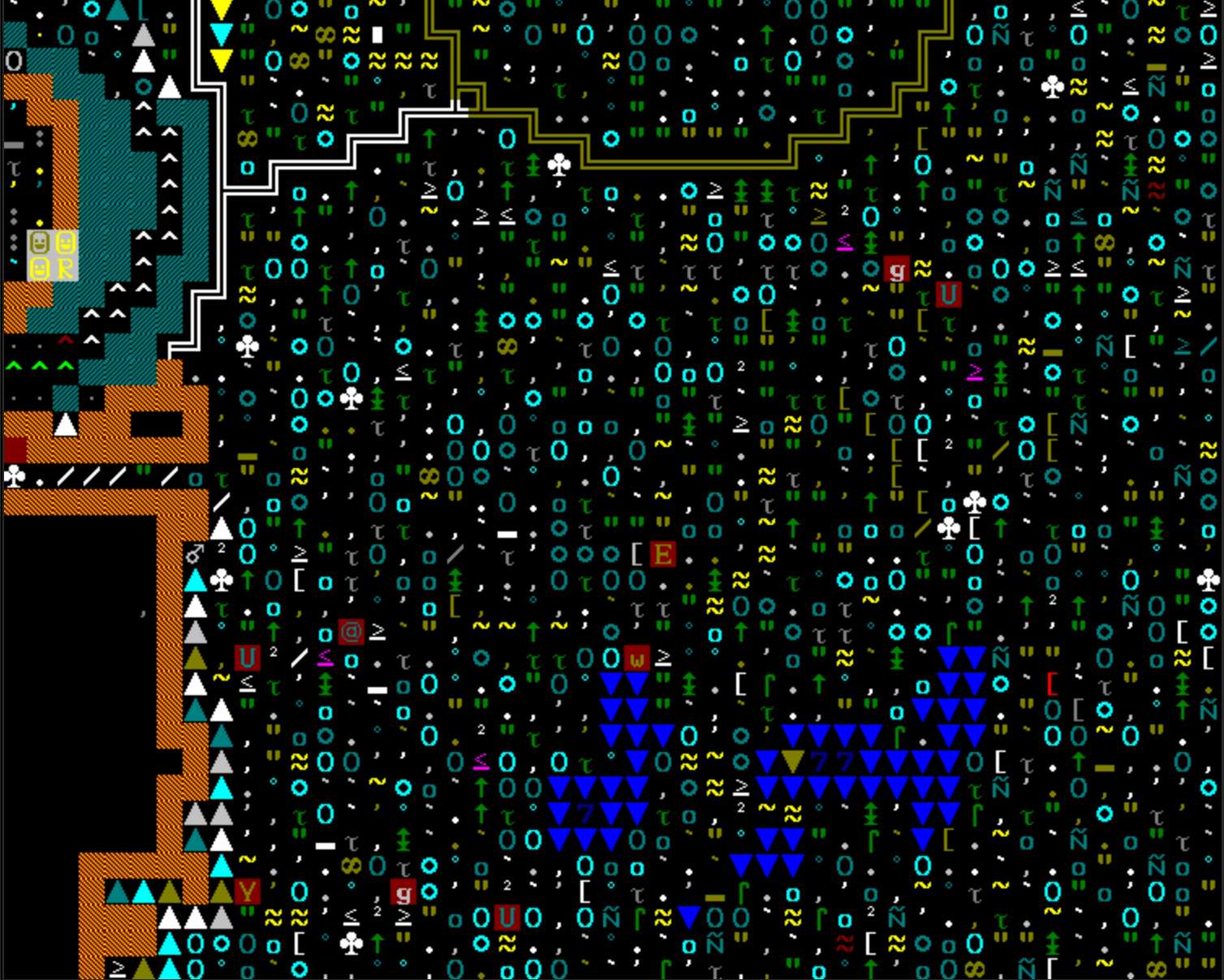
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[Spoiler](#) (click to show/hide)



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VVV If your save isn't to bad you can finish it/give it to me to finish. I'm going to have to reset my year anyway due to some mistakes that would make it difficult for the next overseer.

Are you continuing?

Yeah at this point we should probably move on to the next person. I won't have access to my desktop for a little while and my laptop can't really run DF. I was going to have to restart my turn anyway.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Ruhn** on **March 18, 2013, 07:18:45 pm**

So Scruffy turn, or DJ17?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **March 18, 2013, 11:13:36 pm**

Whoops, forgot about that.

Next is Scruffy I suppose.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Scruffy** on **March 19, 2013, 07:39:26 am**

Sure, I can take the turn but I would prefer letting the next in line take a turn first. It has been only two (?) played turns since my last one

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Daenyth** on **May 28, 2013, 12:32:11 pm**

Is anyone going to take it up? I'd like to but I don't have the time right now. This is one of my favorites to watch!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **JoshBrickstien** on **June 01, 2013, 05:38:46 pm**

Oh wow, I forgot about this fort. My life exploded into hellfire barely a week after I last posted here, and has been going since. I'm only now getting back to life. I am sad to have missed my turn here. But ah well. I'll have to take another turn. But I can only take a turn if the FPS is managable. If it's too slow, my PC will start overheating. It's a bit old.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **jmnmaui** on **June 03, 2013, 02:30:44 pm**

Well if this fortress gets moving again I'd like to take a crack at it. Sign me up!!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 07, 2013, 06:48:34 pm**

Dude, just pick it IP and go.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **jmnmaui** on **June 07, 2013, 10:48:03 pm**

Alrighty I'm on it.

EDIT: So...380ish undead and 39 surprsingly content dwarves.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **jmnmaui** on **June 08, 2013, 01:23:25 pm**

1st Granite
I'm just a cook. You want roast Giant Rat brain I'm your dwarf. Wiping out legions of the undead doesn't fall into my skillset. Yet here I am. Another night of drinking and I wake up with sheaves of paper stacked on me.

My first task was stockpile status. We are set for booze and food.

And we're really set for plump helmets
plump helmets 2346

I stumbled around the fortress and eventually found Microcline. His report:
"We are surrounded by about 380 undead creatures."

After some thought I replied "Just undead?"

"Oh no, there's also three Necromancers cavorting in the southern cliffs."

I don't think we can expect much help from the mountain homes

Well first thing's first, time to halt the production of plump helmets.

3rd Granite
It appears that we are a fortress that stands strong against the tides of darkness but is to paralyzed with fear to expand or fortify.

5th granite
I've decided to test some of the boundaries within which we can build. I've been told repeatedly that the dwarves are simply too frightened to build close to the undead, even if they're out of harm's reach.

So I've instructed the dwarves to try and build up on the Southeast Tower.

8th granite
While construction attempts to continue I found Zulban the hunter in the Northwest Tower taking pot shots at a headless corpse. I asked him if he was making any progress on actually killing the undead and his response was to giggle and then shoot off an individual toe of Anirdomi's partial skeleton. Anirdomi's severed head is also prancing about up there on the cliffs and gives me the willies.

17th granite
Mebzuth the butcher is stricken with melancholy.

27th Granite
A master goblin thief showed up today to snatch children. Too bad he showed up in the middle of the sea of undead. The results were predictable.

11th slate
Today I went to look over the machine being built underground. It contains a raised drawbridge and several cages containing captive undead. It appears that when the mechanic is finished you just lock the door, release the cages with one lever, allow the beasts to roam a bit and then pull the other lever. Theoretically this pulverizes them.

We decided to give this a try. I pulled the lever for the cages and indeed the beasts sprang out and began to roam. Unfortunately the mechanisms for the cage release also threw cages and parts under the smasher as well. So much for trying to retain parts.

The machine squished several beasts, but some of the marginally smarter ones have stayed by the western wall. We will simply have to wait.

Spoiler (click to show/hide)



12th slate

Stray Wild Boar Sow (Semi-Wild) has forgotten her training! Indeed, she’s starting to look like semi-Wild bacon. The animal trainer seems a bit busy to be trying to re-train the pigs.

16th slate

Previous overseers have made a serious attempt at setting up a trapped entrance in the South Tower. I’ve decided to try it out and see how well it works.

The first things was to raise the zipper bridge (a marvelous construction). Amusingly a chicken was on it at the time and was flung into the Eastern pit. And they said chickens couldn’t fly.

In preparation for the onslaught I stationed our marks dwarves in the fortifications above the trap bridge and pulled the gate lever... It did not raise the bridge that it said it would.

A mechanic is now re-doing the lever so that it opens the appropriate gate.

26th Slate

I want to open the bridge but that idiot Mebzuth is taking forever to hook up the bridge.

6th Felsite

Huzzah! The Southern bridge is open... The undead are not pouring in as expected. There have got to be at 30 of them lined up.

Spoiler (click to show/hide)



Though no beasts were trying to come in, a lone marks dwarf, Lolor, decided to make a name for himself and one-shotted an elf corpse. I was impressed.

OOC: First time I’ve ever seen this. Does the recursion continue?

Spoiler (click to show/hide)

Elf Corpse corpse

7th Felsite

The Elf Corpse re-killing catalyzed the hordes and 2 made their way inside quickly becoming caught in the cage traps. We quickly closed the gate hoping to go “harvest” our new captives. But even with the gate closed, the dwarves are too afraid of nearby zombies to change cages. It would appear that the Necromancers have come down from the Southern Cliffs and have started resurrecting yet more corpses on the hill over the Southern Tower. I actually watched one human being resurrected and I must say it was both nauseating and frightening. So now we are not able to work much on the external portion of the South Tower.

17th felsite

We are being haunted by the ghost of Dorem Shemsanod. We have no history of him so we cannot engrave his memorial. He is currently floating at the highest level of the North Tower.

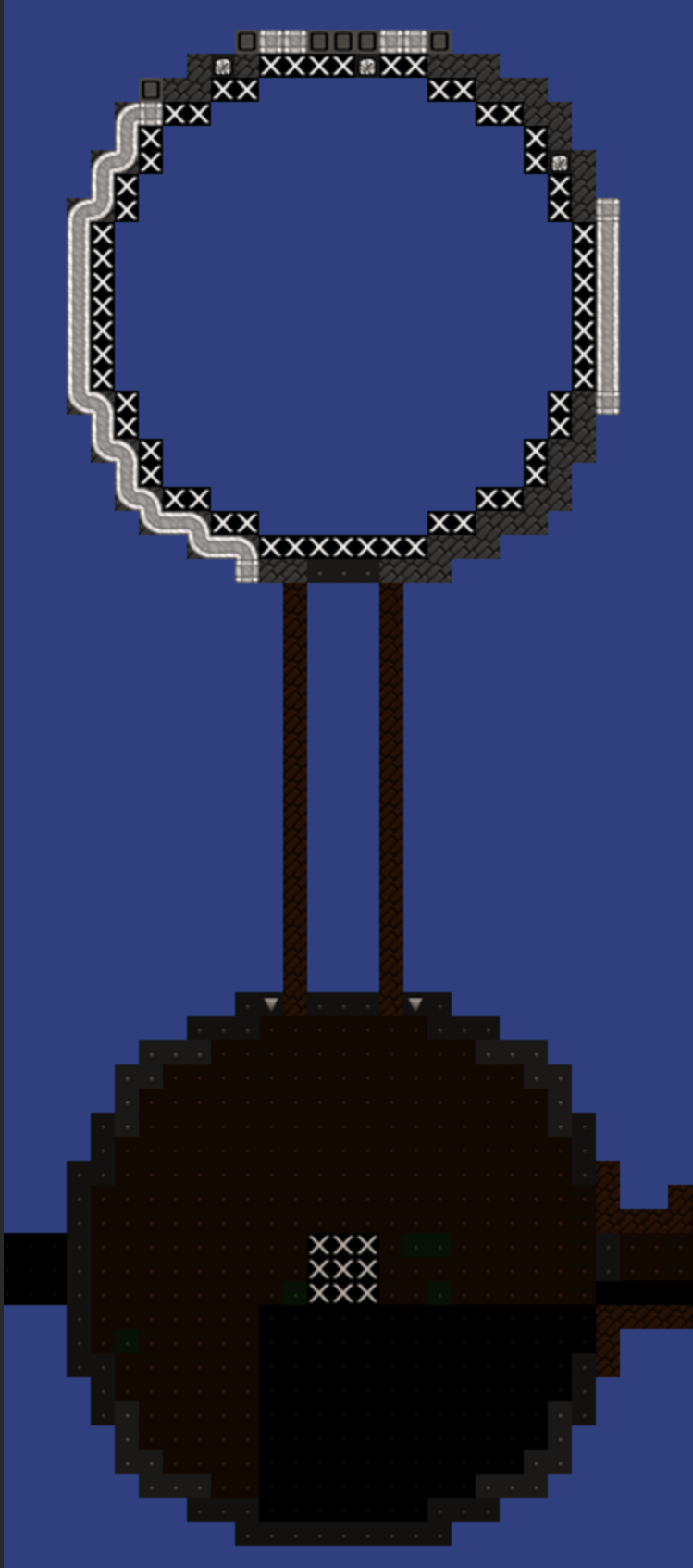
19th Felsite.

Another poor skulking filth has arrived at the wrong time. This little bastard actually managed to escape.

27th Felsite

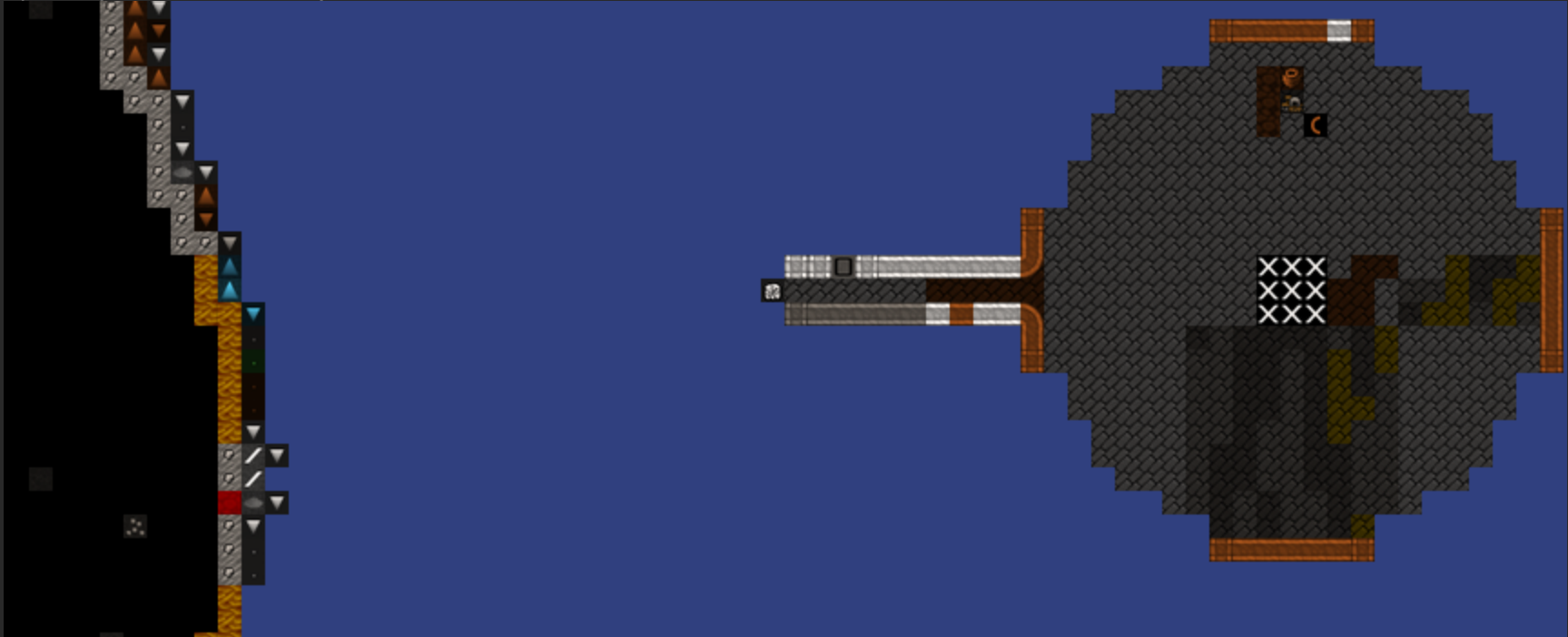
We are so fearfully trapped in here that I finally decided that we could at least add another level to the Northern tower. It is beautifully made of Quartzite blocks. But even here, the workers are occasionally spooked by the hordes and find myself having to constantly encourage them to return to work.

Spoiler (click to show/hide)



I also was inclined to see how close we could get to the cliffs in hopes that perhaps we could place archers to pick off some of the undead causing us problems up there. We did not get very close...

[Spoiler](#) (click to show/hide)



OOC: And that's spring.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **jmnmaui** on **June 08, 2013, 05:01:58 pm**

Triple Post!! This time with violence!

4th Hematite
Another pig has gone wild so I decided to just have the Ochre Bells have fun chasing and murdering it. Got to keep these military types occupied.
→**Wild Boar has reverted to a wild state!**

The spear dwarf Unib chased the pig for sometime before finally stabbing it cleanly through the head. Now I'm off to the butcher's workshop to make sure the pig doesn't come back for revenge.

11th Hematite
Today we finally crushed the last of the original 5 caged undead. Time to reset.
[Spoiler](#) (click to show/hide)



13Th Hematite

Atir the child has been possessed and has claimed the southwestern Craftsdwarf’s shop. His list of demands is substantial so the fortress is now mobilized in finding everything. An extra pig will be slaughtered for its hide. Damn thing would probably revert to a wild state anyways.

20th Hematite

Since the only construction that’s going to occur is in the central and North Towers, I’ve had the masons add a floor above the trade depot level on the central tower. For the time being it’s just another block storage pile but I hope it can be used for workshops or bedrooms eventually.

[Spoiler](#) (click to show/hide)



27th Malachite

Despite having all of the materials Atir desired, we were not able to satisfy his mood.

→Atir Tunokang, Dwarven Child has gone berserk!

It is sad to have to put down a child.

2nd Galena

A cave in occurred while trying to remedy the new stockpiles level.

[Spoiler](#) (click to show/hide)

Limul Sedurezum, Dwarven Child has been found dead.
→Vabôk Ingishkulal, Mason has suffocated.

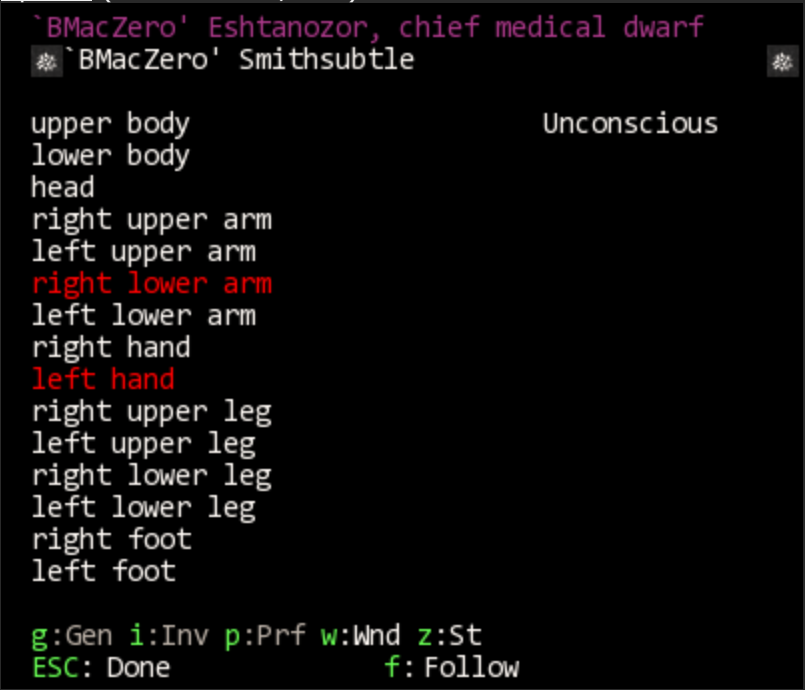
4th Galena

I noticed that we had a rather large dormitory that was likely constructed when we actually had things like migrants so it has been appropriated as a hospital. 3 dwarves lay there now: Sibrek, Mekkud, and Microcline.

6th Galena

Another collapse, this time with our own Chief medical dwarf taking serious injury. Construction has been halted on the new floor. For the time being we will take care of the wounded and clean house.

[Spoiler](#) (click to show/hide)



15th Galena

8 goblin ambushes showed up today. The battle was amazing to watch.

Outside the Eastern Gate

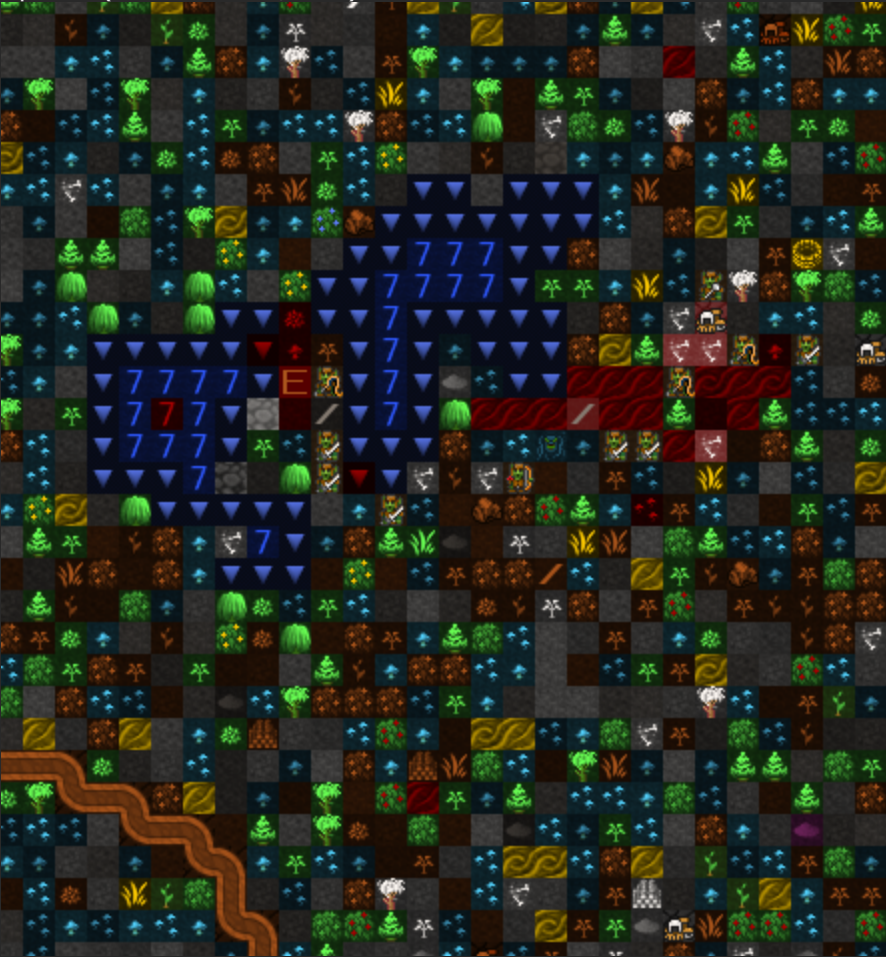
[Spoiler](#) (click to show/hide)



The Southeast
[Spoiler](#) (click to show/hide)



The Northeast
[Spoiler](#) (click to show/hide)



Goblins sprang up from every direction and the battle was spectacular. Nearly every able body dwarf came up to the top of the central tower to get a true panoramic vision of chaos and violence. It turns out that these goblins are surprisingly efficient at mowing down the undead. In just one day the number of enemies had been reduced by 100.

19th Galena
Although the ambushers were ultimately pushed back, the enemy count now rests at 212. It would appear that the three necromancers causing us trouble have either fled or were struck down in the melee. For the time being corpses won't be getting back up.

20th Galena
I spoke too soon. Another necromancer has survived.
[Spoiler](#) (click to show/hide)
Medtob Shadmalbesmar, Dwarf Fish Cleaner necromancer

28th Galena
The scheming necromancer has begun raising the dead again.
[Spoiler](#) (click to show/hide)
Others (219)

OOC:And that's summer. This is a seriously difficult fortress.

14th Limestone

So many pigs are returning to their wild states that I’ve ordered any animal that isn’t completely tame to be placed in a cage next to the butcher shop.

The undead continue to beat upon our gates. They make such horrible noises.

23rd Limestone

In the ensuing boredom of mediocre construction and caring for invalids it became a past time to open and shut the southern gate to temp the monsters into stepping forward; crushing some and leading others to the stonefall traps.

[Spoiler \(click to show/hide\)](#)



One dwarves skeleton even managed to fall in the pit and land on its head. Just its head. Somehow the thing is still moving.

[Spoiler \(click to show/hide\)](#)



8th Sandstone

Kubuk has been possessed and has claimed the Southwest crafts dwarf shop. Currently he is scurrying about trying to find materials.

8th Timber

After some judicious use of the southern gate and the stonefall trap pit we have winnowed down the total number of creatures to 197...Hooray. They’re queuing up in the alley outside our gates.

[Spoiler \(click to show/hide\)](#)



17th Timber

Another 4 well timed ambushes came today. Although the goblins didn’t last long, they did bring the total undaed count to 177. I found

myself actually rooting for those little green bastards.

19th Timber

Amazingly a caravan has shown up from Rilemsibrek. Sadly the wagon bypassed us along with its military escort. Unfortunately we cannot open our gates for them. There are still too many undead outside our Eastern gate.

21st Timber

Unfortunately the liaison wandered away from the caravan and was slain. I fear that even after all the undead are destroyed we will have no more connection with the mountain home. We cannot survive here indefinitely without more migration.

2nd Moonstone

Despite our having everything available for his project
►Kūbuk Abanasdug, Stoneworker has gone berserk!

6th Moonstone

Since the merchant showed up in the Northern cliff, his two guards, a Speardwarf and Hammerdwarf have been resolutely smashing every undead they encounter. Since it is not possible to open the Eastern gate we are attempting to continue the sky bridge to the cliffs.

19th Moonstone

The merchants met their end today. Most impressively, this happened:
Spoiler (click to show/hide)

The goblin corpse strikes The Yak Cow in the right front leg with his ({sheep wool sock}), fracturing the bone!
The goblin corpse strikes The Yak Cow in the upper body with his ({sheep wool sock}), bruising the muscle and bruising the heart!
The goblin corpse strikes The Yak Cow in the head with his ({sheep wool sock}), bruising the muscle and tearing the upper spine's nervous tissue!
The goblin corpse strikes The Yak Cow in the head with his ({sheep wool sock}), bruising the muscle, jamming the skull through the brain and tearing the brain!

13th Obsidian

We have come under siege from a new necromancer and his posse of 50 goblin corpses. They will join the others.

1st Granite

And so ends my rather short time as Overseer. Doubtless I have done more damage than good here. 6 dwarves in hospital and still 200 undead outside our gates. Perhaps the next Overseer will be able to usher us forward into a brighter future.

OOC: This was the most frustrating fortress I have ever run. Things did not go well aside from the Ambush-o-rama. If I were to play the year again I would have done it very differently, spending the dwarfpower on making weapon traps, waiting for the siege to end and then welcoming the remaining undead into the trade depot area. Since I just jumped in feel free to go back to the previous save unless the (hopefully) next overseer thinks they can salvage the place.

Save: <http://dff.d.wimbli.com/file.php?id=7741>

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 09, 2013, 10:24:55 pm**

Well played, sir. This place is truly damned.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **June 10, 2013, 10:51:58 am**

Methinks we should use **MAGMA**.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **jmnmaui** on **June 10, 2013, 01:04:59 pm**

Magma would definitely be one effective way of solving the problem. You'll need one hell of a magma pump stack to get it up to the surface and possibly above the southern hill. You can always make the pump materials from green glass in case you run out of magma-safe metals. Before I managed to put a bunch of dwarves in the hospital I could see it getting accomplished in a year. For the purposes of survival, though, it would be a race to make the area safe enough for the liaison to get in. I'm tempted to try the year again, this time basically turning the area south of the depot into one long green glass serrated disk trap fest and welcoming in some of our undead friends. But that would require another 6 hours at 60-70FPS while feeling like the captain of the Titanic.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Graebeard** on **June 10, 2013, 11:18:46 pm**

I would support that decision.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Ruhn** on **June 11, 2013, 11:21:05 am**

Progress is progress, even with injuries and death. No need to re-play the year I say. On to the next brave overseer!

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **June 11, 2013, 11:46:02 am**

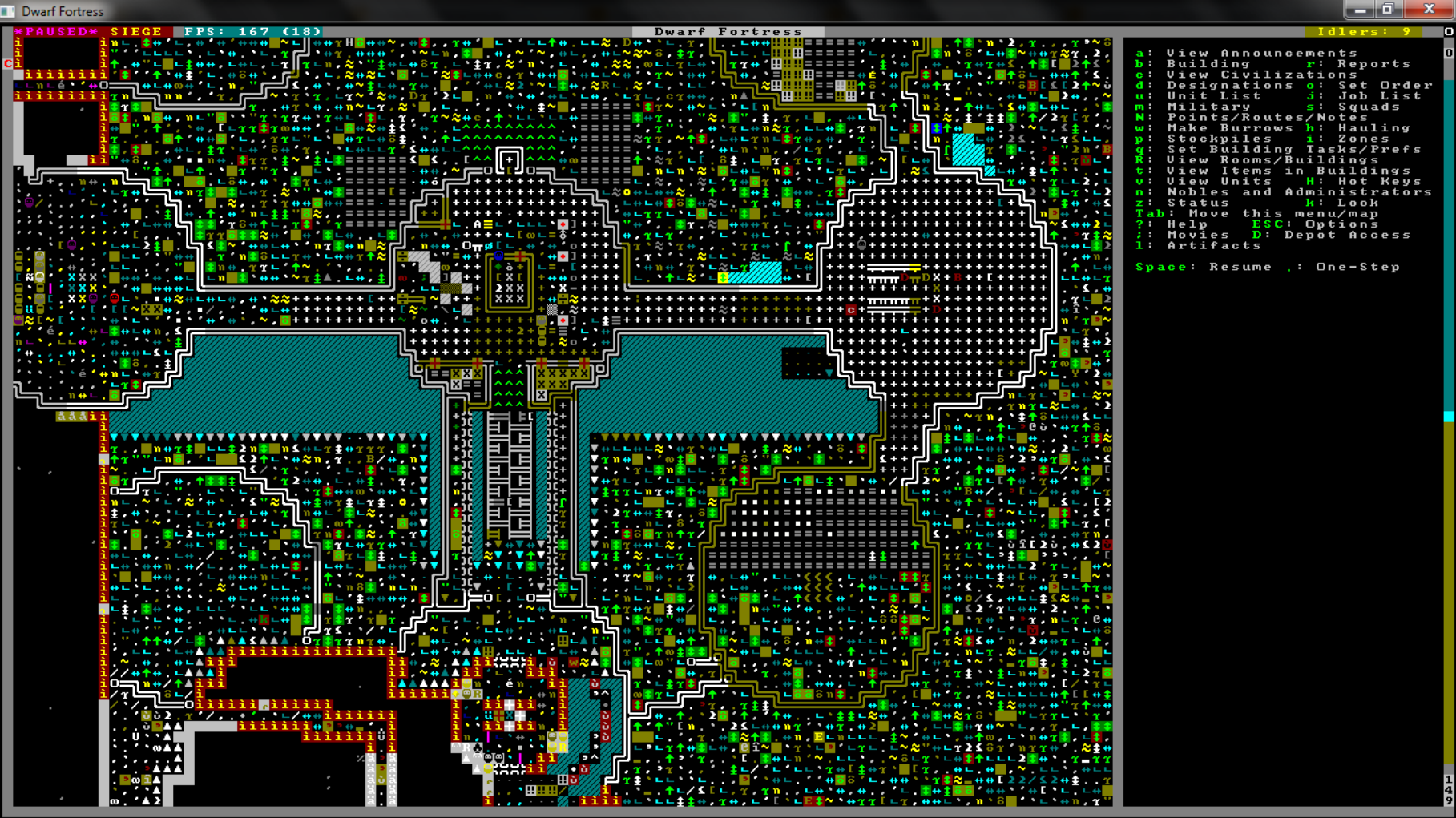
Message sent to TheDJ17.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Lielac** on **June 15, 2013, 10:41:39 pm**

I would like to be added on the turn list.

I'd also like some information as to how to kick a save into not looking massively wonky after it changes from Phoebus to vanilla* ASCII, because when I downloaded jmnmaui's save to make sure the fort wouldn't kill my computer (48fps when unpaused, it'll do), it looked like this:

[Spoiler](#) (click to show/hide)



I'm preeeeeetty sure sand walls aren't supposed to be *i* graves.

*I use Taffer's 10x10 (http://dwarffortresswiki.org/images/f/fa/Taffer_10x10.png) for square ASCII goodness.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **June 15, 2013, 11:45:53 pm**

Try replacing the raws with default ones. Many graphics packs alter which tiles objects get, so they can more efficiently use the texture pack space.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Lielac** on **June 15, 2013, 11:48:51 pm**

[Quote from: Sizik on June 15, 2013, 11:45:53 pm](#)

Try replacing the raws with default ones. Many graphics packs alter which tiles objects get, so they can more efficiently use the texture pack space.

Thanks. I'll see if that works so I can be ready to ~~accidentally destroy this fortress in a spiral of death due to my noobitude~~ forge forth valiantly for dorfkind.

Edit: Yup, looks normal now! I'll just put it aside so I don't feel too tempted to screw around with everything before my turn happens. Could whoever ends up doing a turn next please dorf me as a farmer?

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **June 16, 2013, 10:35:39 am**

TheDJ17 skipped, on to tahujdt.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **tahujdt** on **June 16, 2013, 11:19:37 am**

[Quote from: Sizik on June 16, 2013, 10:35:39 am](#)

TheDJ17 skipped, on to tahujdt.

Will take it (reluctantly), but a combination of working at a Cub Scout camp and not having written up my Spearbreakers turn yet means that I can play, but I won't have much time left to post updates. Sorry.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Lielac** on **June 17, 2013, 01:47:18 pm**

EEK, it's on the second page!

~~Not to sound too eager to get to my own turn but~~ tahujdt, if it's a bad time for you to take a turn, you can always voluntarily skip, and then whenever it's a good time again you can ask to be slotted back in.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **tahujdt** on **June 18, 2013, 01:59:13 am**

I'll skip, then. Sorry. :(

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **June 18, 2013, 05:13:30 am**

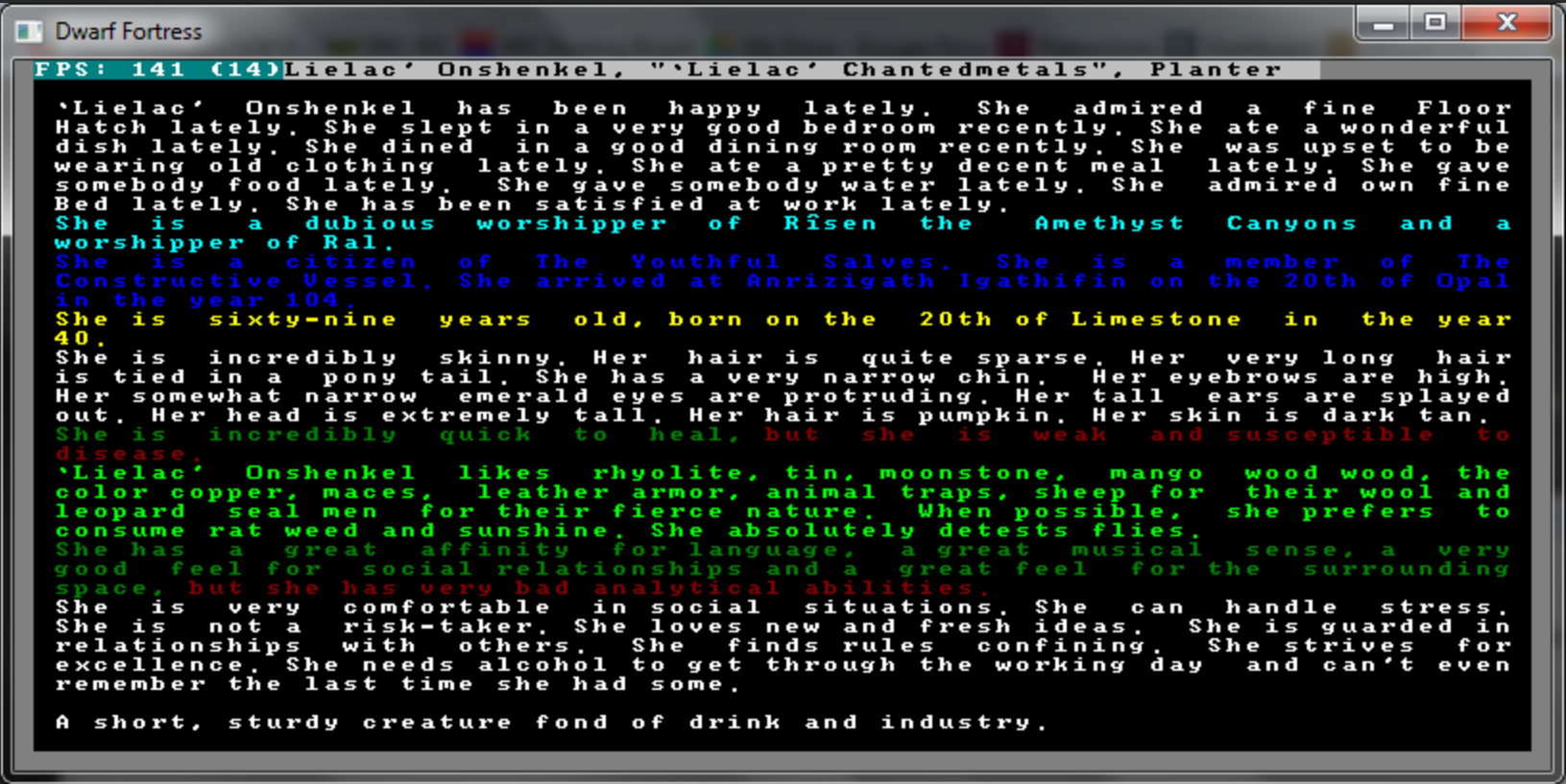
Go ahead then, Lielac.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Lielac** on **June 18, 2013, 01:49:01 pm**

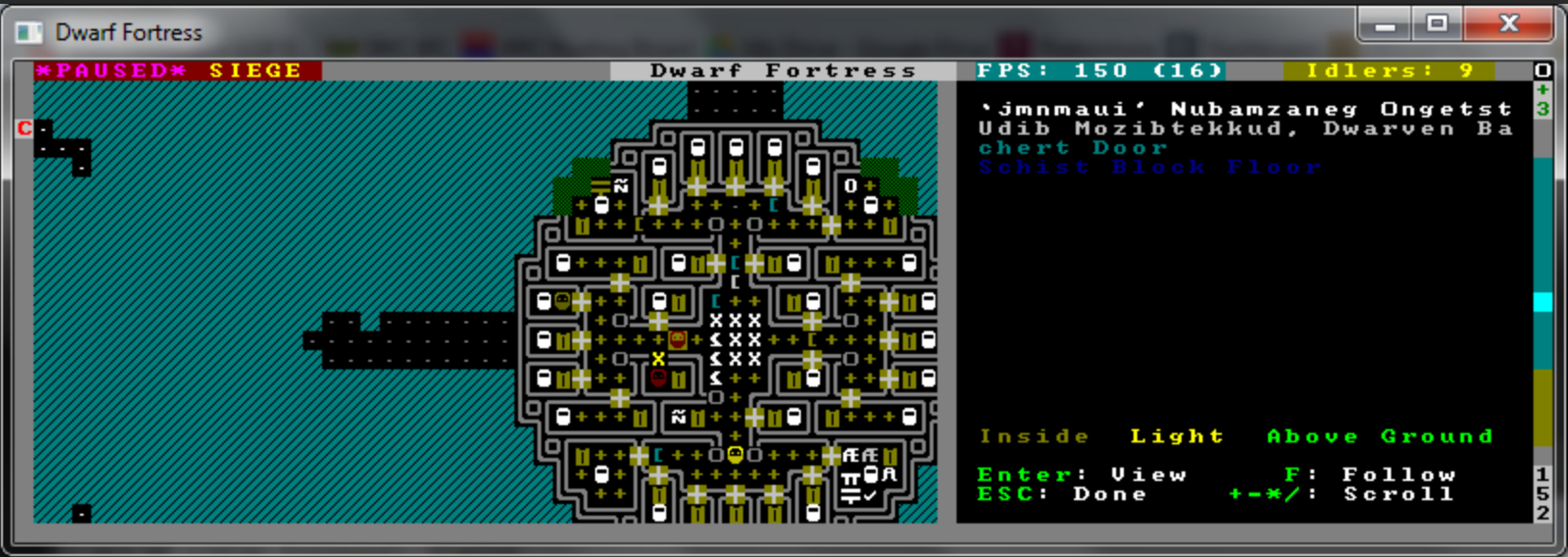
Awright! -cracks knuckles-

AND IT BEGINS

Oh merciful Ral, I barely know anybody in this fortress. I've been without booze for I don't even know how long, there are hundreds of undead outside the gates, and half my clothing is falling to pieces...



And the last overseer, jmnmaui, just came up to me looking really *quite* frazzled, told me I was the overseer now, and took off. I think she's in her room just down the corridor, in her room with her children...



Ral, we only have four Urists of booze. **Four.** There is something seriously *wrong* with this fortress, and I don't mean the copious amounts of shambling corpses outside.



All right. First order of business: get some *damn* booze. We *certainly* have enough plants for it.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Lielac** on **June 18, 2013, 04:48:55 pm**

Damn and blast! We don't have any spare barrels or pots, and our only miner is resting in the hospital.

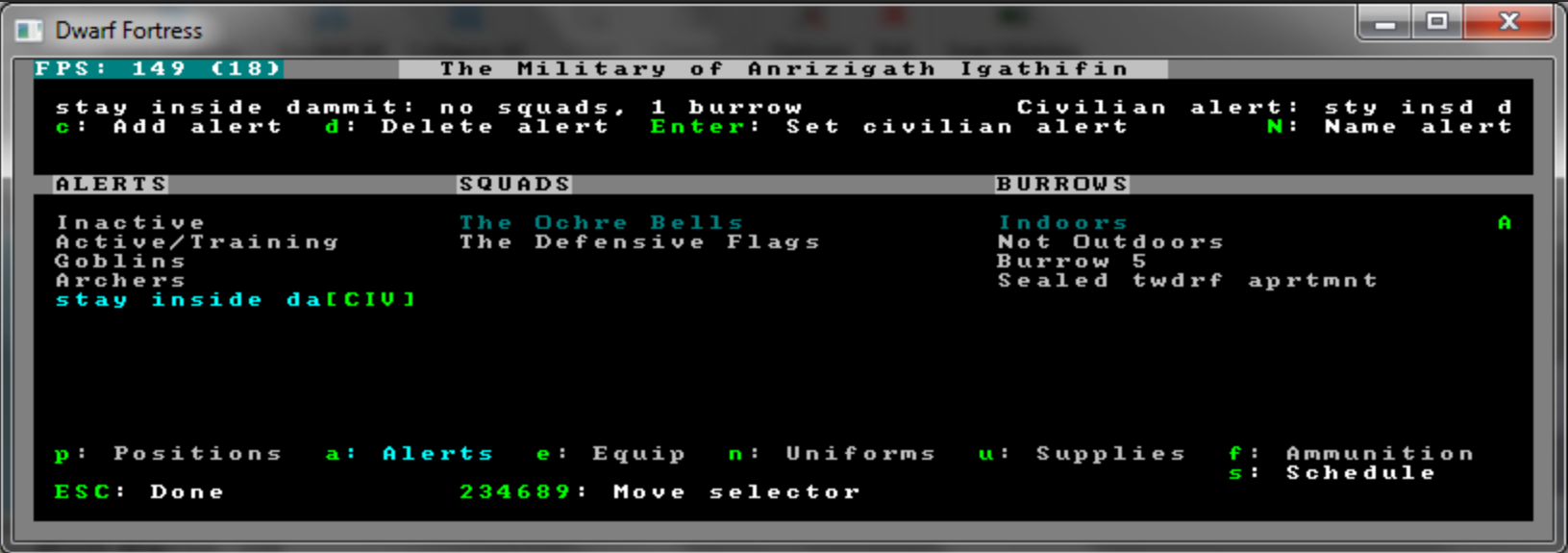


I'll have to ask still-healthy dwarves if they have any experience swinging a pick, and perhaps hollow out that mountain... I'll do it myself if I have to. We need good drink!

12th Granite, 109

Nobody is paying a lick of attention to what I'm saying. I don't even know where the picks are to pick one up so I can do this shit myself--

Oh. I pulled jmnmaui aside to ask what the hell was going on, and she gave me a strange look before reminding me about the lockdown. Well. Um. Oops.



13th Granite, 109

Success! I found a pick, and now I'm off to dig out that mountain and get enough stone for a Mountainhome's stock of pots.



16th Granite, 109

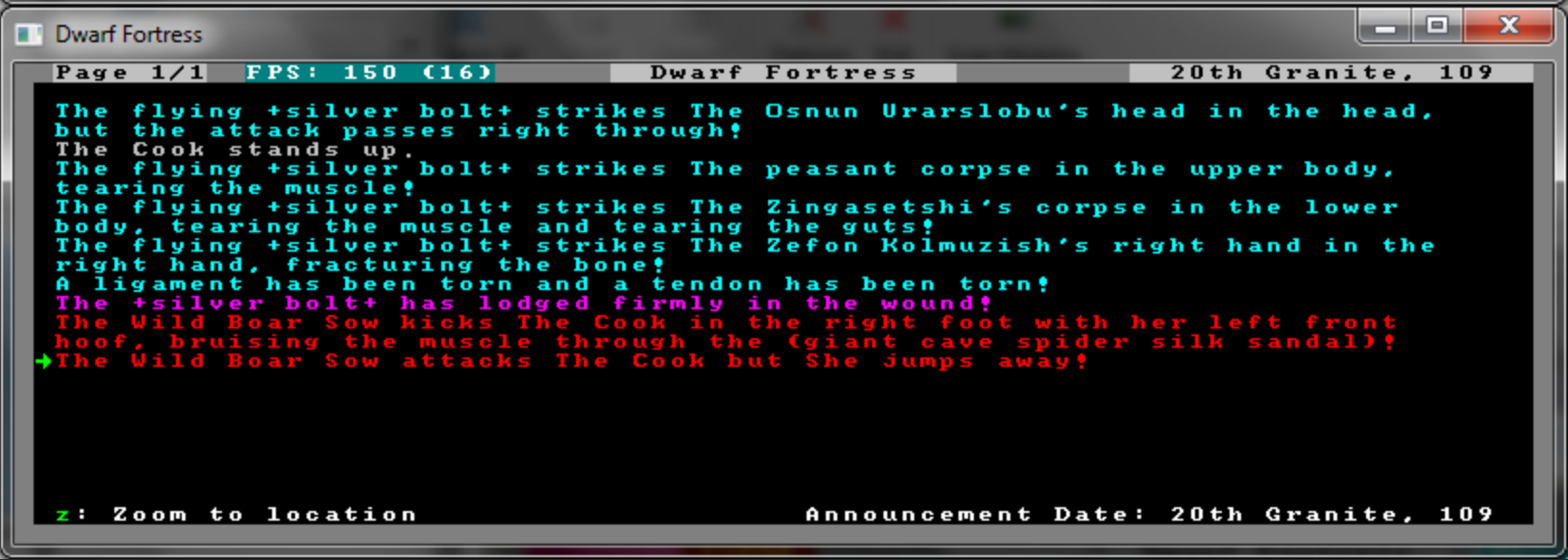
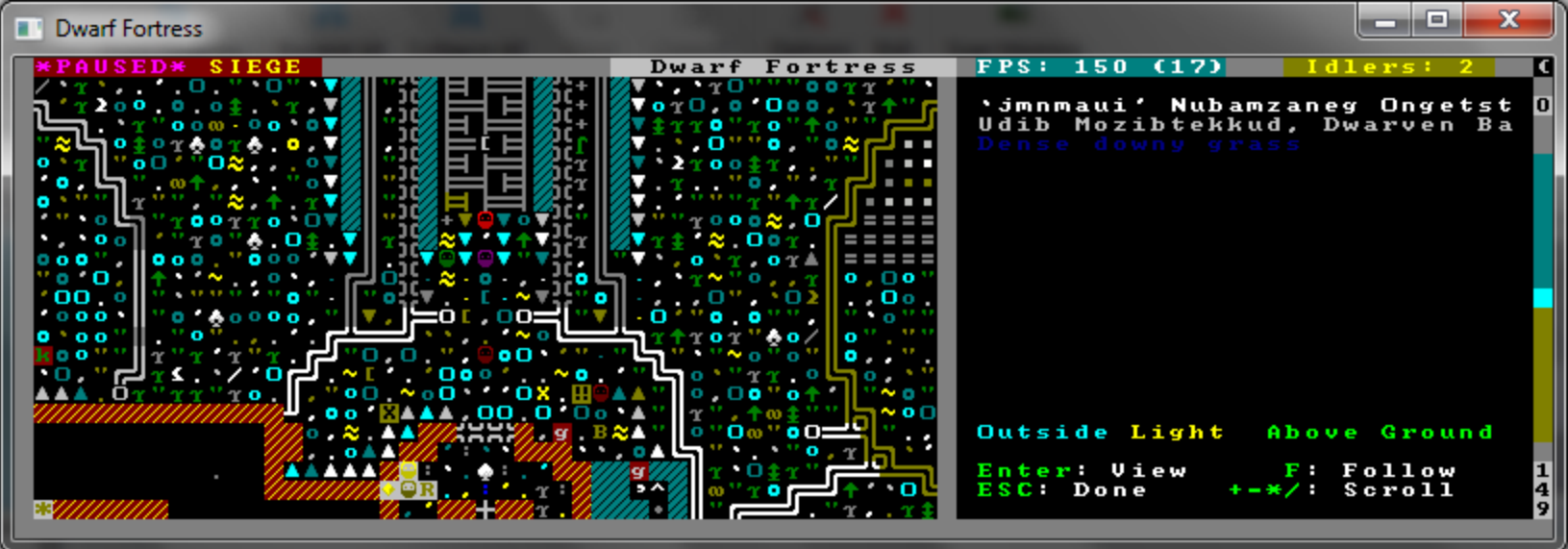
owowow this is harder than it looks

19th Granite

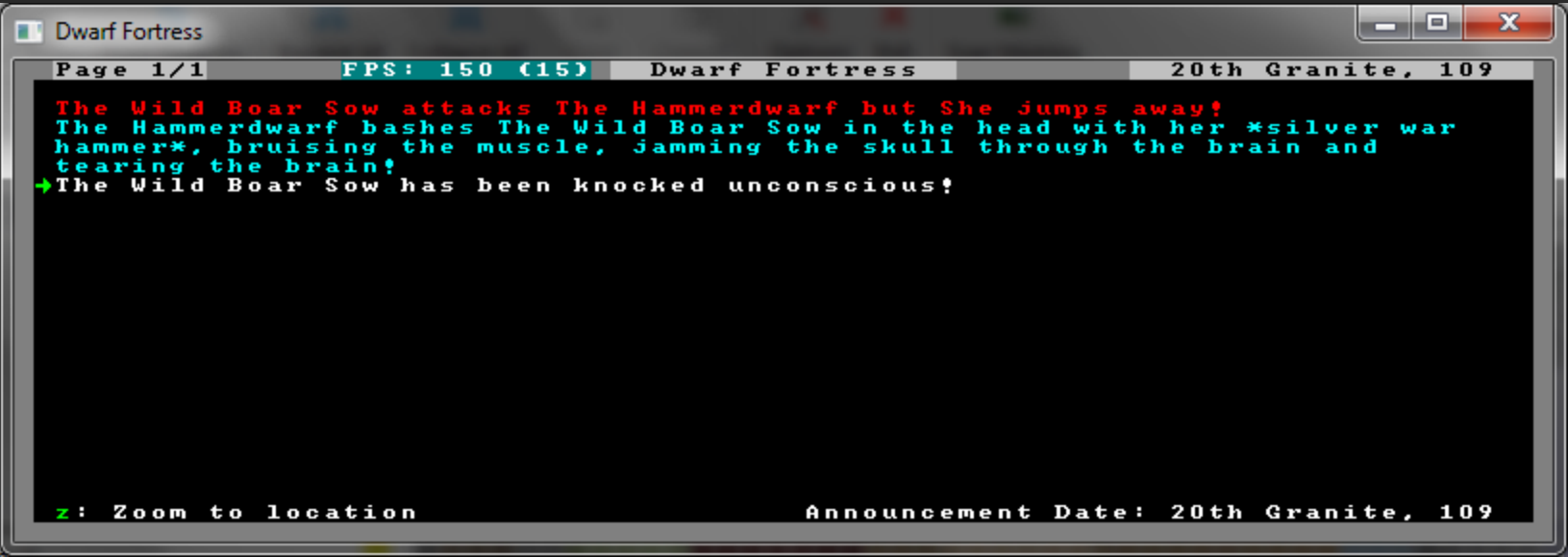
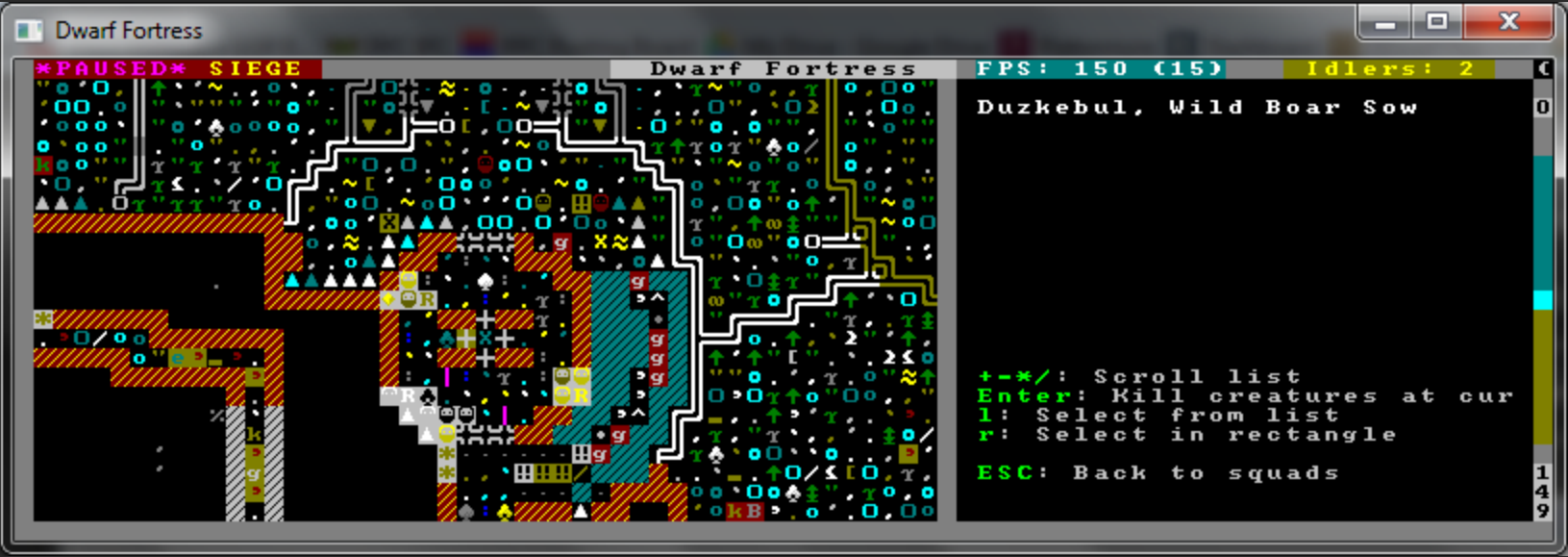
I took a brief break to tell everyone healthy and currently idle to start building up the central tower again. Skyscrapes may be in shambles, but while we still stand it is simply the right thing to do to claw our way up to the heavens.

20th Granite

Oh Ral dammit there's a wild boar on the loose attacking jmnmaui.

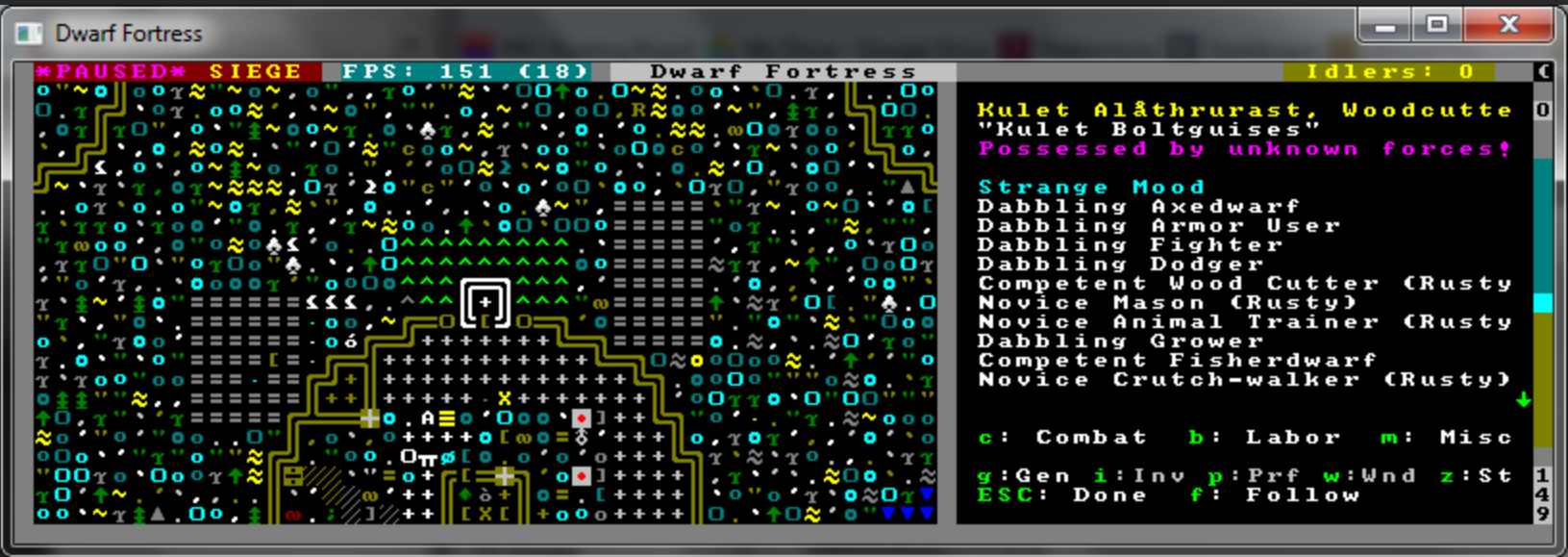


KILL IT

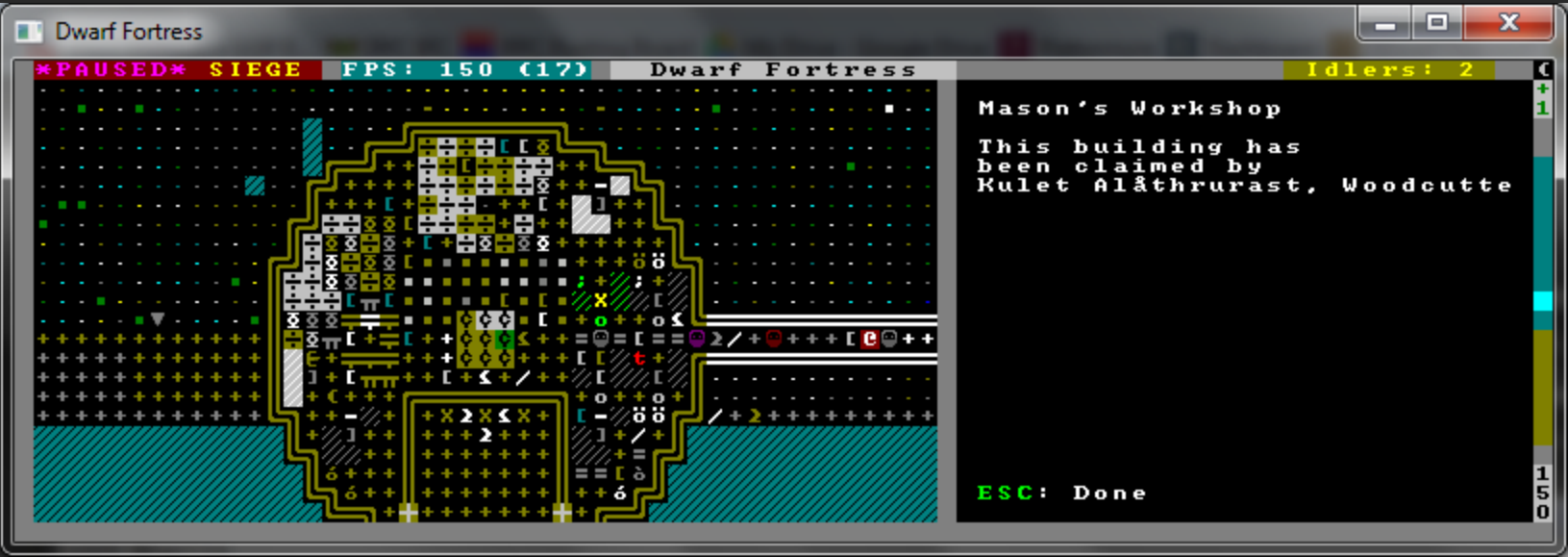


That's better.

21st Granite



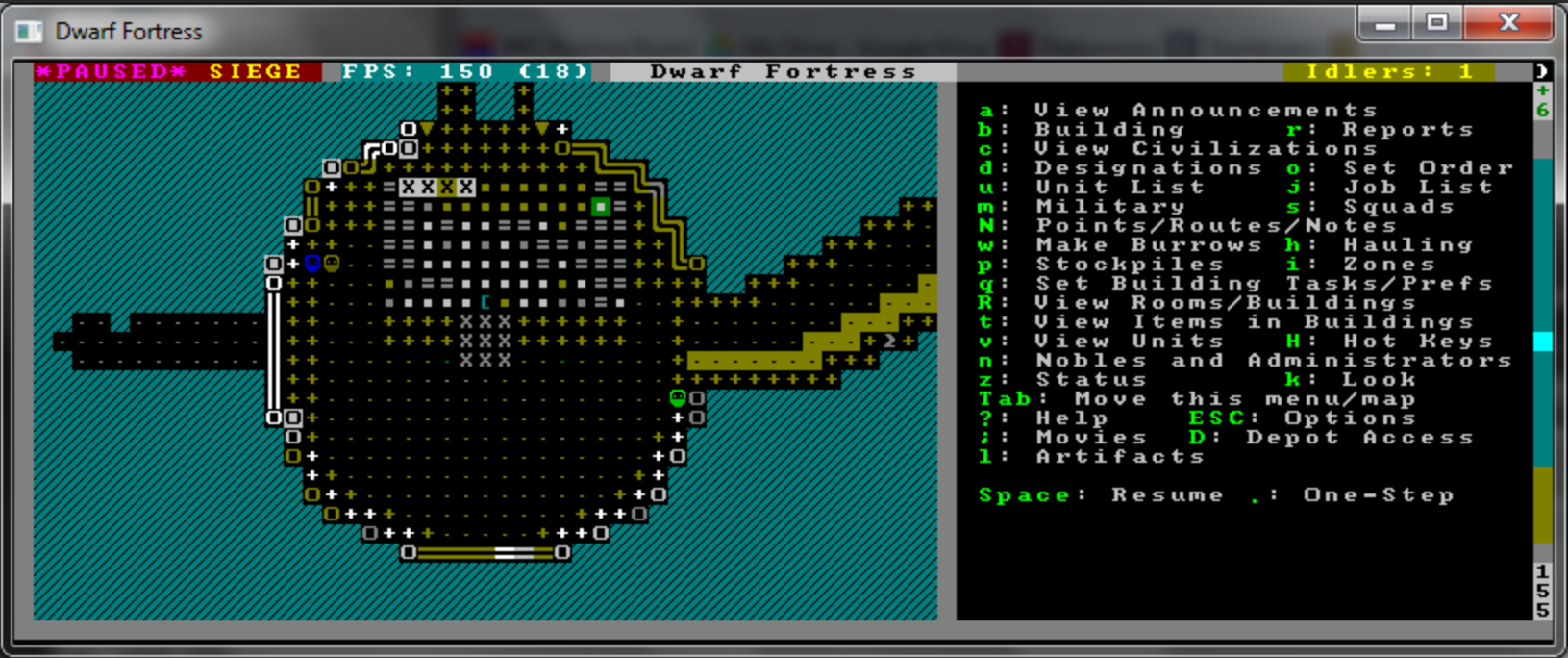
Oh, what now...



Hrm. Interesting.

1st Slate

Ral, I am so sick of those undead. And I'm sick of my fellow dwarves. They keep getting spooked by them. At least they paid attention when I told them to keep working on the central tower, so it's slow but steady progress.

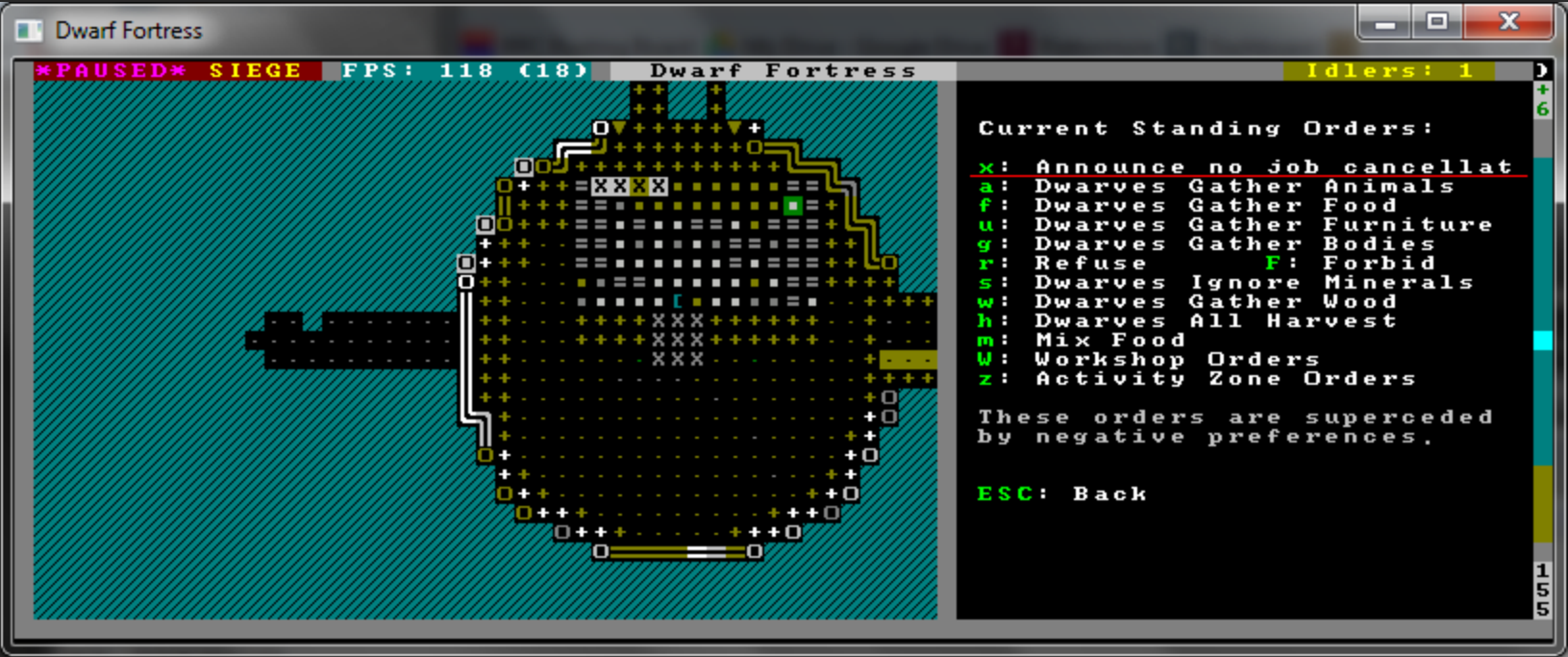


Kulet got all the things he needs for his mysterious project, and is now muttering away in the workshop he claimed...



3rd Slate

Okay, shut up, I don't care anymore, so long as nobody's getting injured I DON'T CARE WHY YOU WON'T DO SHIT.

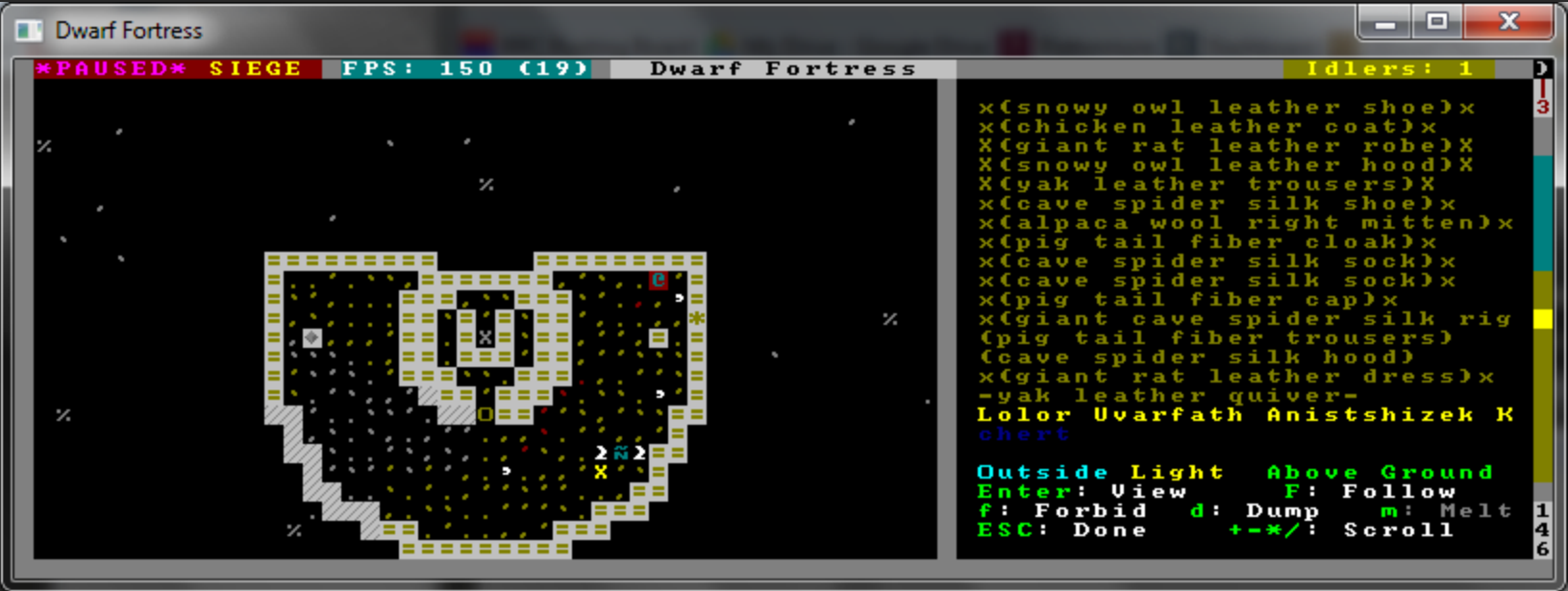


NOW GET BACK TO WORK, DAMMIT.

4th Slate



Huh?



Oh. He was in with some zombies. Well. Didn't know him, don't care.

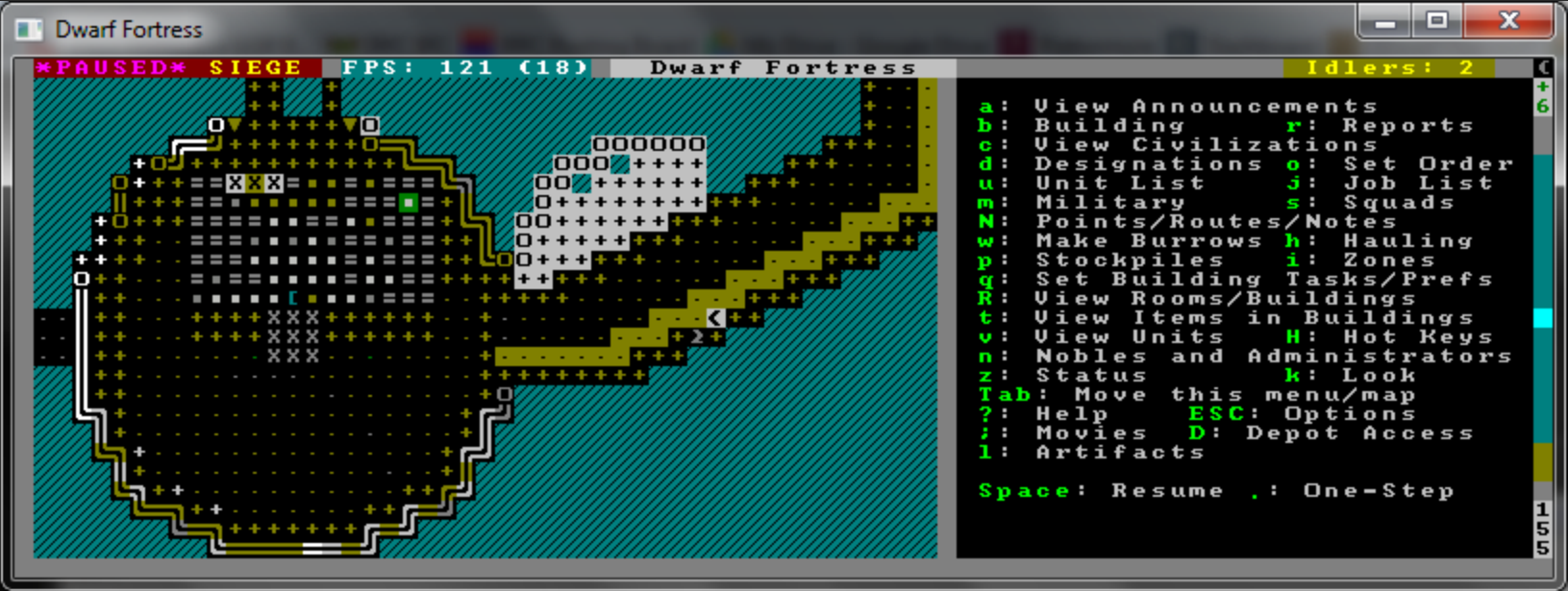
6th Slate



Hmpf. Maybe some other overseer will find this useful, but I don't.

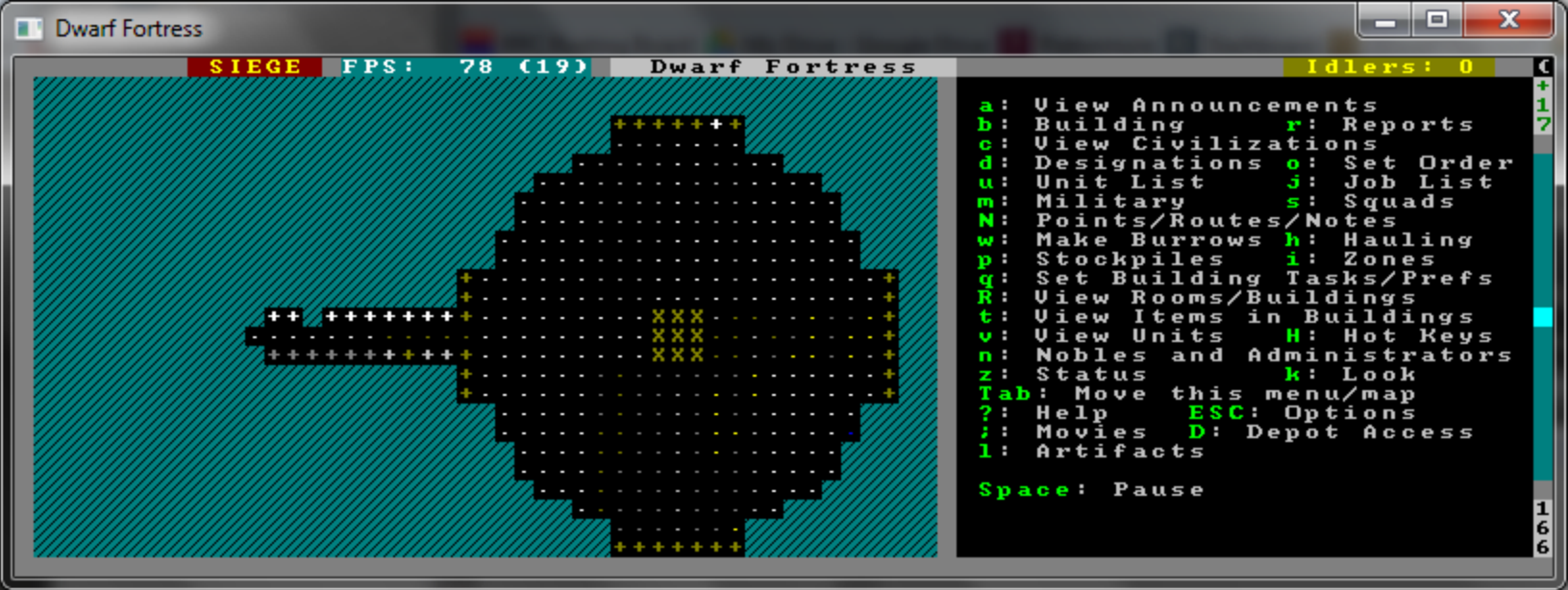
12th Slate

'K, you know what? Screw the central tower. I'm going to build shit right next to it. Maybe that'll be far enough away from the zombie hordes that PEOPLE WILL ACTUALLY STRIKE THE SKY.

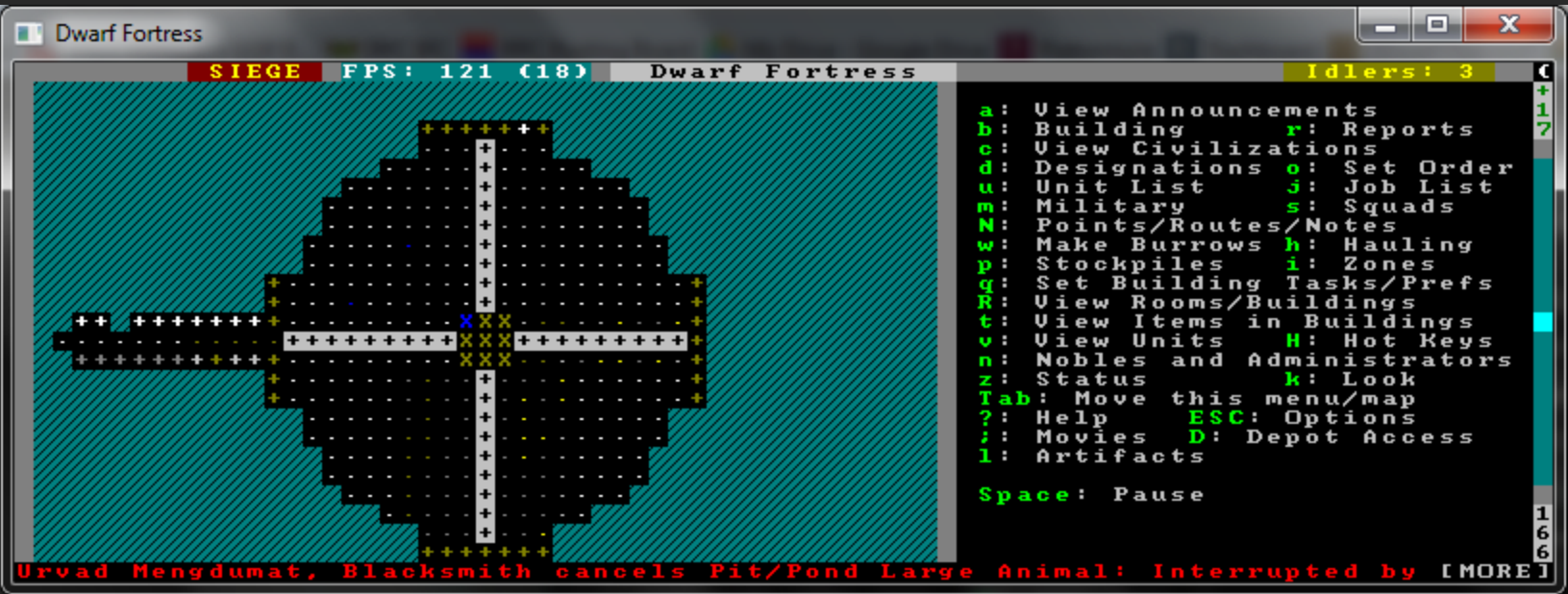


19th Slate

I'm blind. I can see just fine, and I am utterly blind. There are several more levels to this tower...

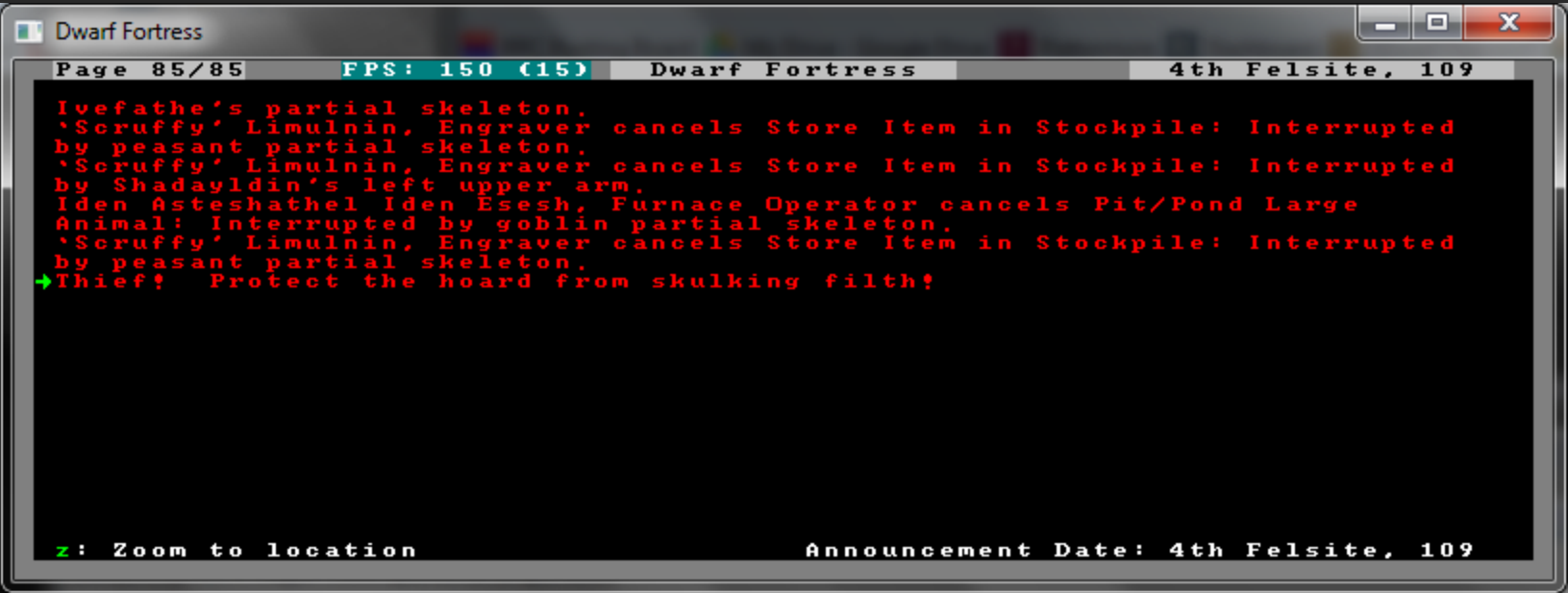


Change of plans again. BUILD HERE!



Oh, and I let the idiots come complaining to me again. Reports of injuries will tip me off to something important; the whining of the masses is... meh.

4th Felsite



I'll just sit here and giggle. Poor kobold's gonna get ripped to shreds... And then possibly rise as another undead to harass us. Yay.

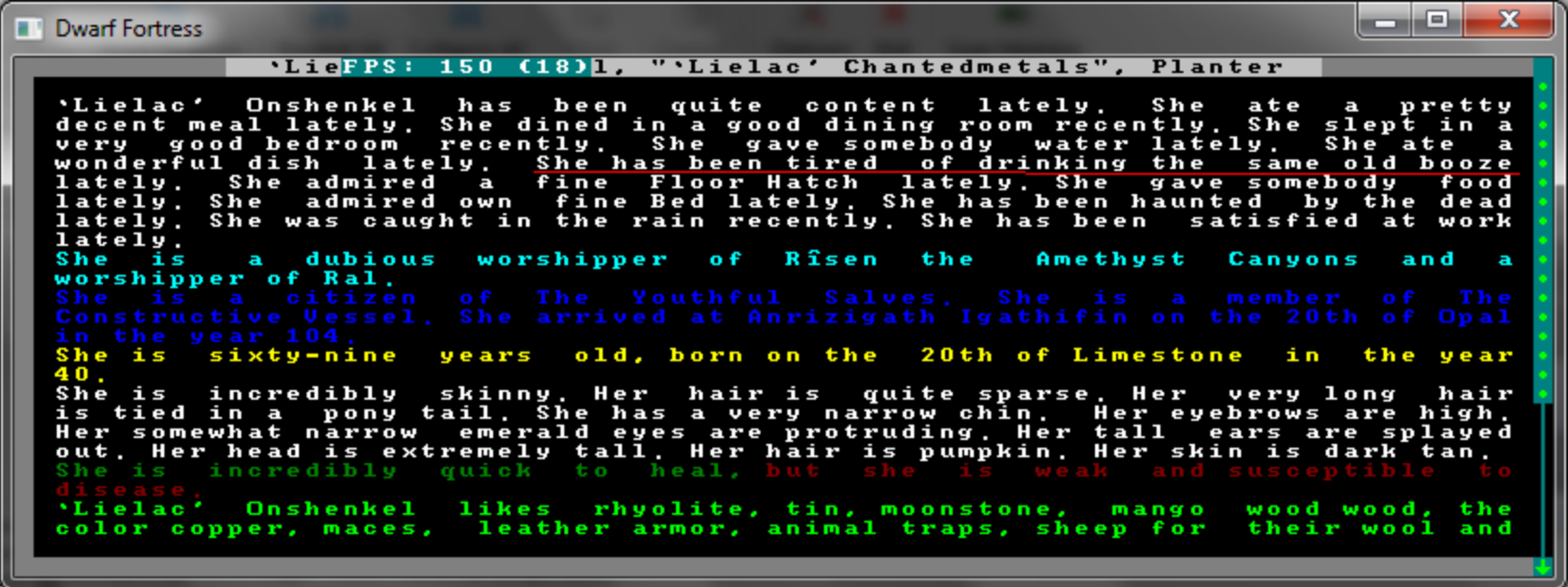
8th Felsite



Yesssssss! We have something beginning to approach almost enough drink again! Praise Ral!

12th Felsite

Plump helmets. Nothing but plump helmets. If I drink any more dwarven wine I will puke.



17th Felsite



Great. More corpses to add to the shambling masses. I hate this fortress, why did I ever move here, it's a cesspit of insanity and death...

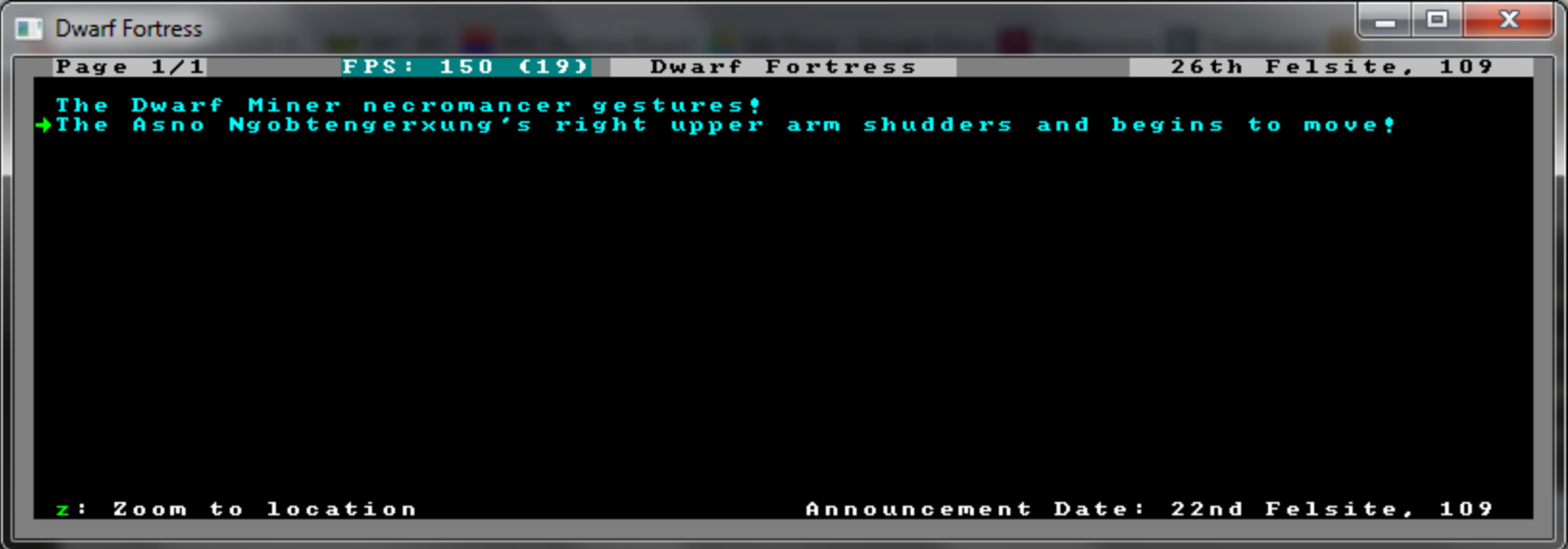
19th Felsite

Huh. Two days later, and we're down about fifty moving enemies. Not too shabby, them goblins. Just so long as those necromancers don't come down off the cliffs...



22nd Felsite

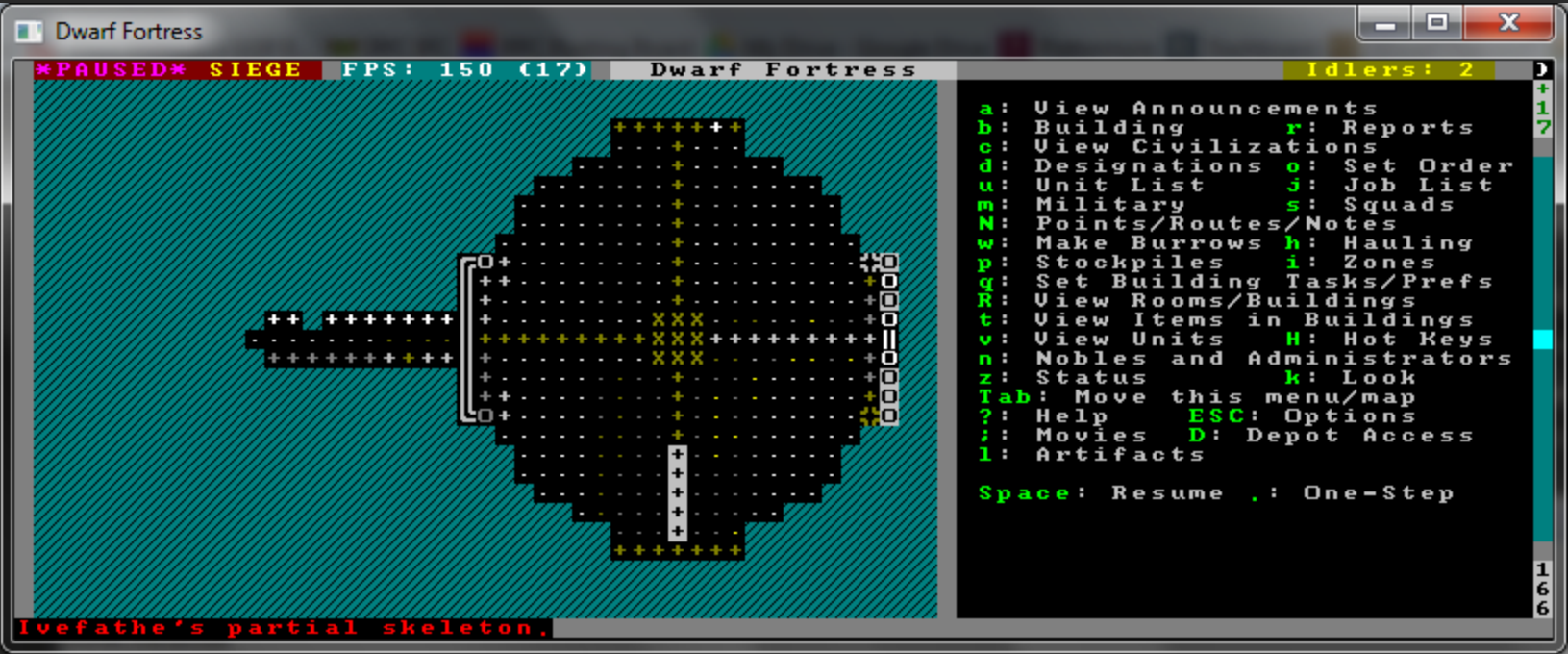
Ral dammit I spoke too soon.



I hate this fortressssssss

Though we are down about 20 total creatures that want us dead. That's better than up 20.

Still precious little work done on the upper level, though.



We need more Ral-damned dwarves! If only those brats running around could be coerced into helping...

27th Felsite

I'm digging down. Hopefully I'll hit magma and a water-filled cavern or two, and a more mechanically-minded overseer than I can put them to best use. I know magma or water alone don't do much to undead, but perhaps an obsidianizer... or simply a freezing trap, to stop the shambling bastards in their tracks...

And that's Spring. Does anyone mind if I use Dwarf Therapist to make the few children we have useful? We're seriously short on able-bodied hands.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Ruhn** on **June 18, 2013, 05:04:30 pm**

Yay for progress!
Maybe a few more jobs would be ok for kids.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Lielac** on **June 18, 2013, 07:13:32 pm**

Quote from: Ruhn on June 18, 2013, 05:04:30 pm
Yay for progress!
Maybe a few more jobs would be ok for kids.

Glad to see you don't mind. Sizik? Any opinion? You're the OP, I'll defer to your judgement if you think it'll ruin the fun.

Title: **Re: Skyscrapes 2: Scrape Harder! (succession)**
Post by: **Sizik** on **June 20, 2013, 11:29:58 am**

As long as they're professions children could conceivably do.

Quote from: Sizik on June 20, 2013, 11:29:58 am

As long as they're professions children could conceivably do.

All right. Activating masonry so they can help build walls, then! :D

1st Hematite, 109

The parents of the five children in this fortress have reluctantly allowed their offspring to help in the building effort. Now *maybe* we can do work a touch faster..

22nd Hematite, 109

I have dug 121 Urists beneath the surface and still no magma. I learn more about mining as I dig, however, and it seems to come easier..



27th Hematite, 109

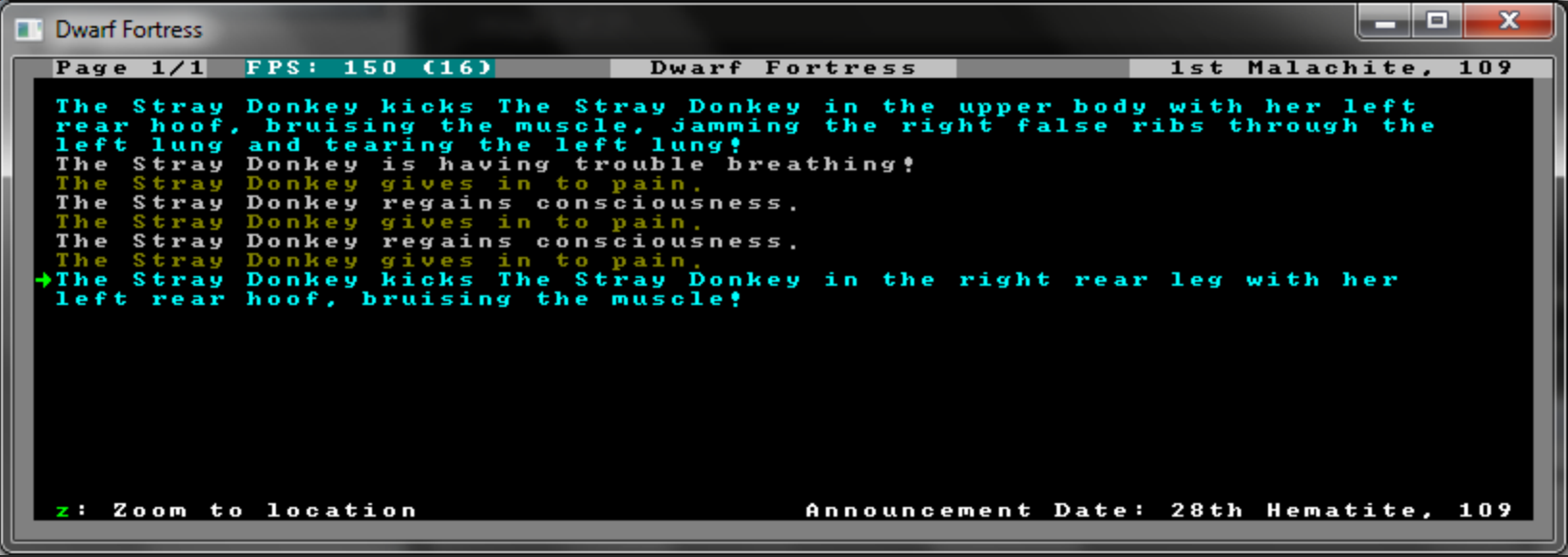
I am 158 Urists into the earth, but my thirst overwhelms my desire to see magma struck quickly. I shall return to the surface and see what progress has been made above ground.

28th Hematite, 109

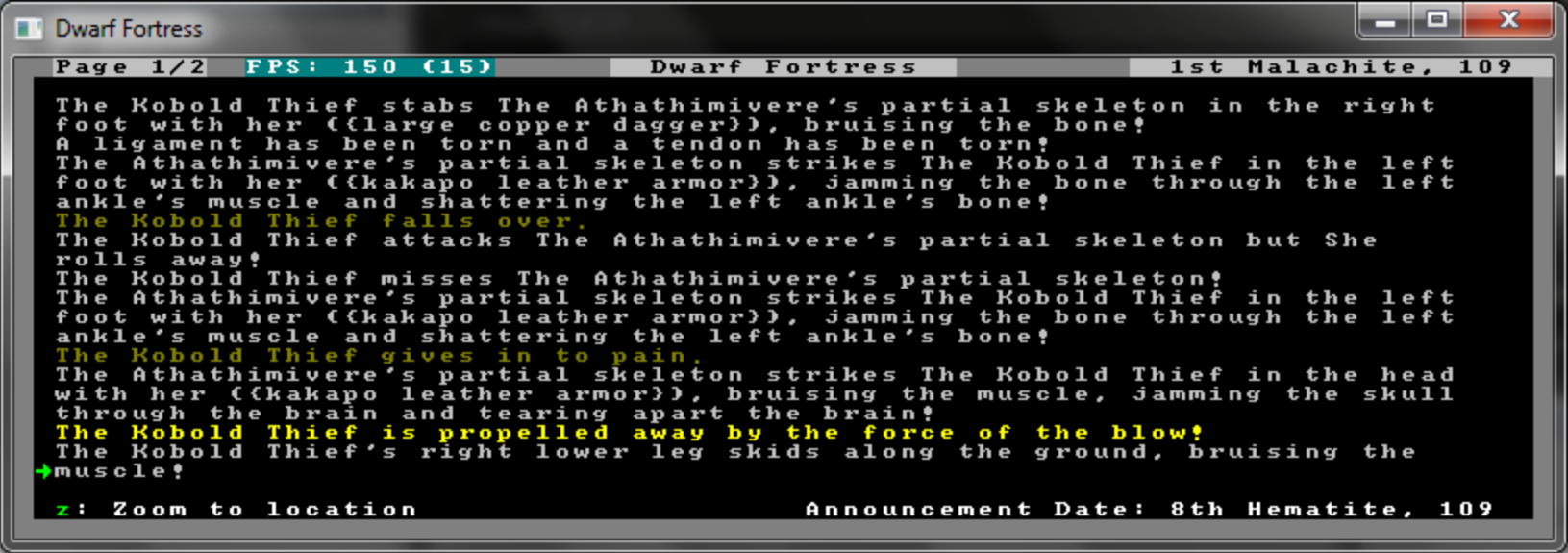
Climbing the stairs takes far less time than digging them. Of course. And there's barely anything but dwarven wine. Of *course*.

1st Malachite, 109

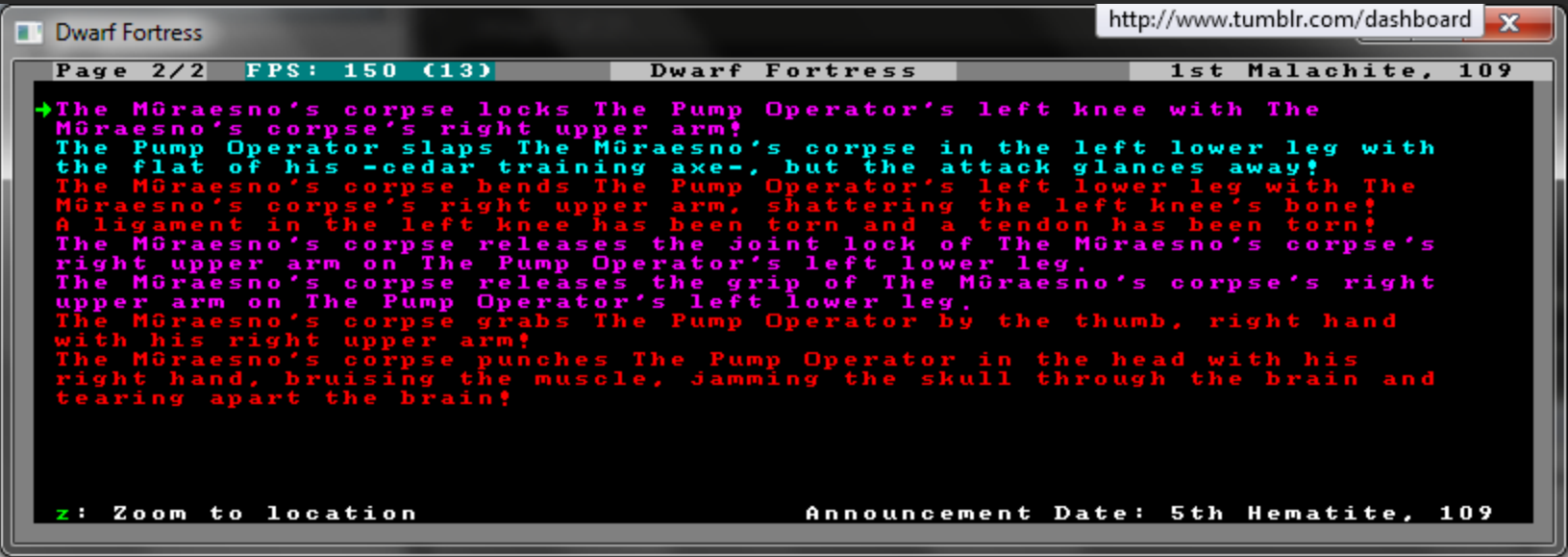
By Ral I hate this fortress. I hear the livestock are fighting--



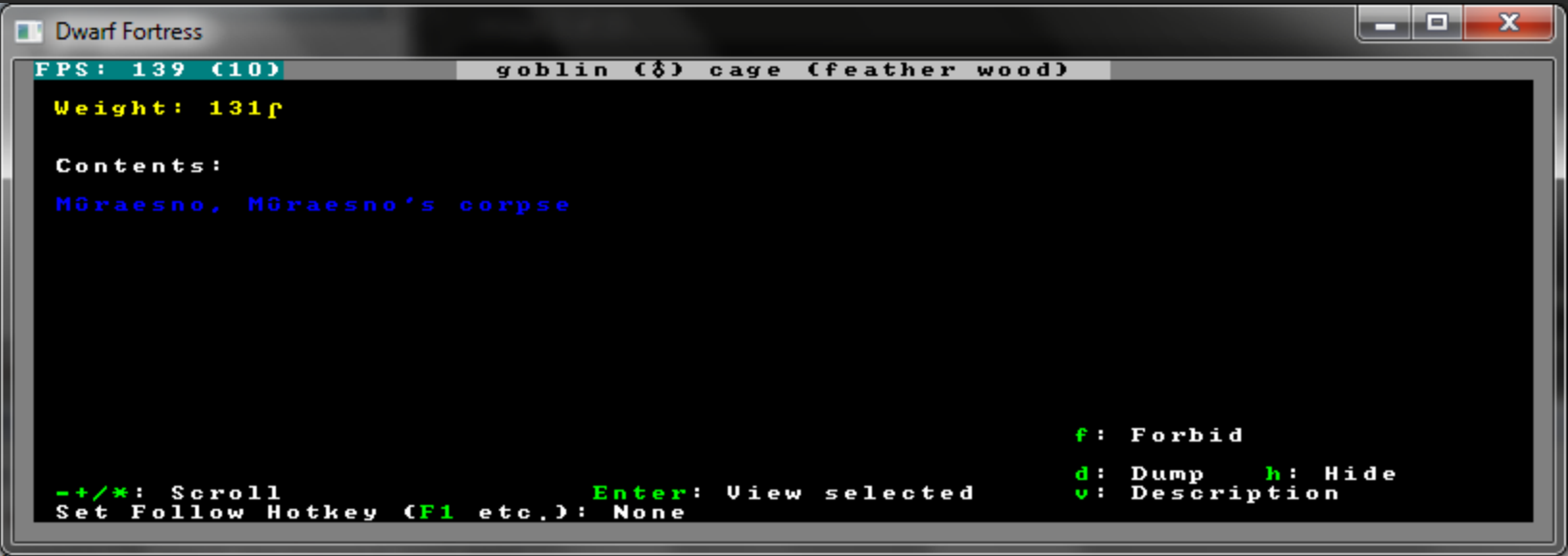
--an erstwhile kobold thief got its brains bashed in by a skeleton--



--and a pump operator got punched through the head by a goblin corpse.



At least the corpse is now rotting in a cage--



--but precious little progress has been made on the tower.



I want some damn sunshine. We've got bubble bulb out the ass, there's got to be sun berries somewhere, and I am sick of dwarven wine. I am making sure we get sun berries and sun berry seeds if it kills me.

4th Malachite

All right, no more FREAKING plump helmets are being brewed. I DON'T WANT THEIR BOOZE IN MY FORTRESS. MAKE SOMETHING ELSE.



5th Malachite



Better be something good or I'll kick you off the top level of the central tower.

6th Malachite

The idiot wants silk cloth. Should I prepare to kill the demanding son of a git?

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **TurkeyXIII** on **June 20, 2013, 10:50:01 pm**

But he's at a forge!

What does he have skill in, weaponsmithing, armouring, or blacksmithing? If weapons or armour and we don't already have a legendary dwarf with that skill, break open the caverns and look for webs. What could possibly go wrong?

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Lielac** on **June 20, 2013, 10:52:44 pm**

Quote from: TurkeyXIII on June 20, 2013, 10:50:01 pm

But he's at a forge!

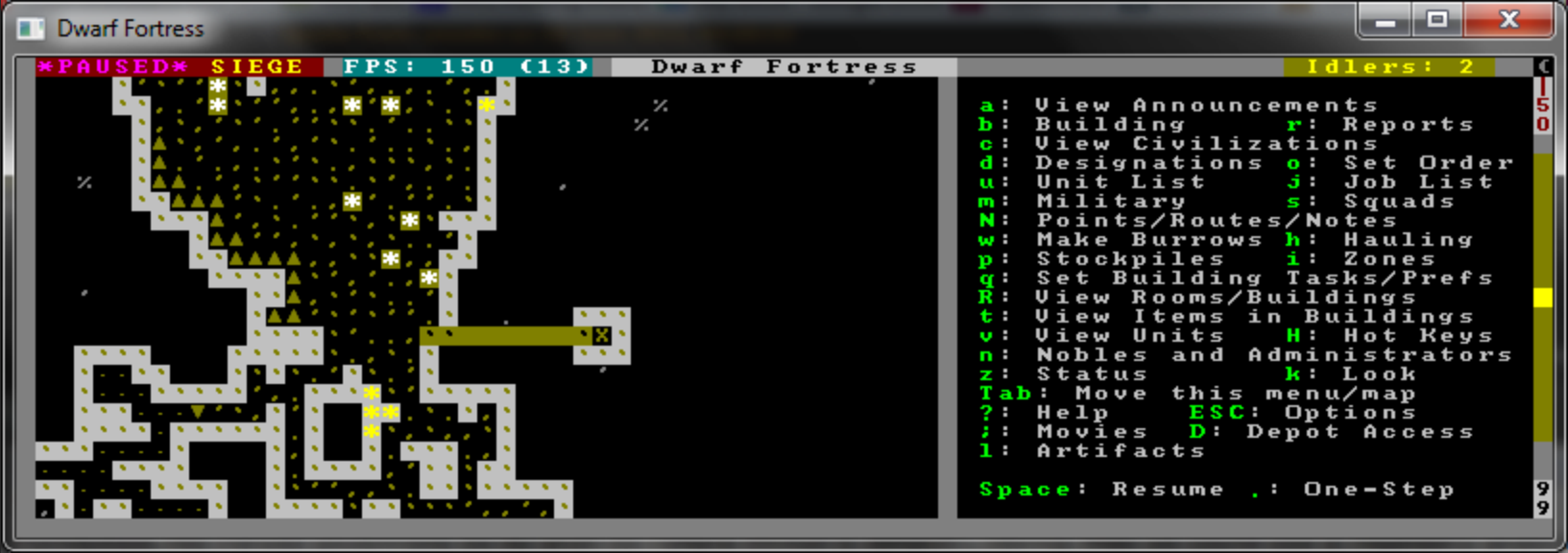
What does he have skill in, weaponsmithing, armouring, or blacksmithing? If weapons or armour and we don't already have a legendary dwarf with that skill, break open the caverns and look for webs. What could possibly go wrong?

Novice armorsmith. Fiiiiiiiiiiiiine I'll risk killing this whole fort due to my inexperience XD

EDIT:

6th Malachite, continued

TurkeyXIII has raised objections to my plan to ignore Thikut's demands, noting that we could use a legendary armorsmith (Thikut is a novice one) and 'what could possibly go wrong' with cracking open the caverns to gather silk. Everything, that's what, but I do admit the potential use of an armory filled with masterful items.



And hey, the worst thing that could **possibly** happen is we all die horribly because there's a giant cave spider lurking in the deeps...

(I swear to Ral, if this gets us all killed I will haunt him forever.)

EDITEDIT:

10th Malachite

I think something's following me up



I'll send the militia down... just in case.



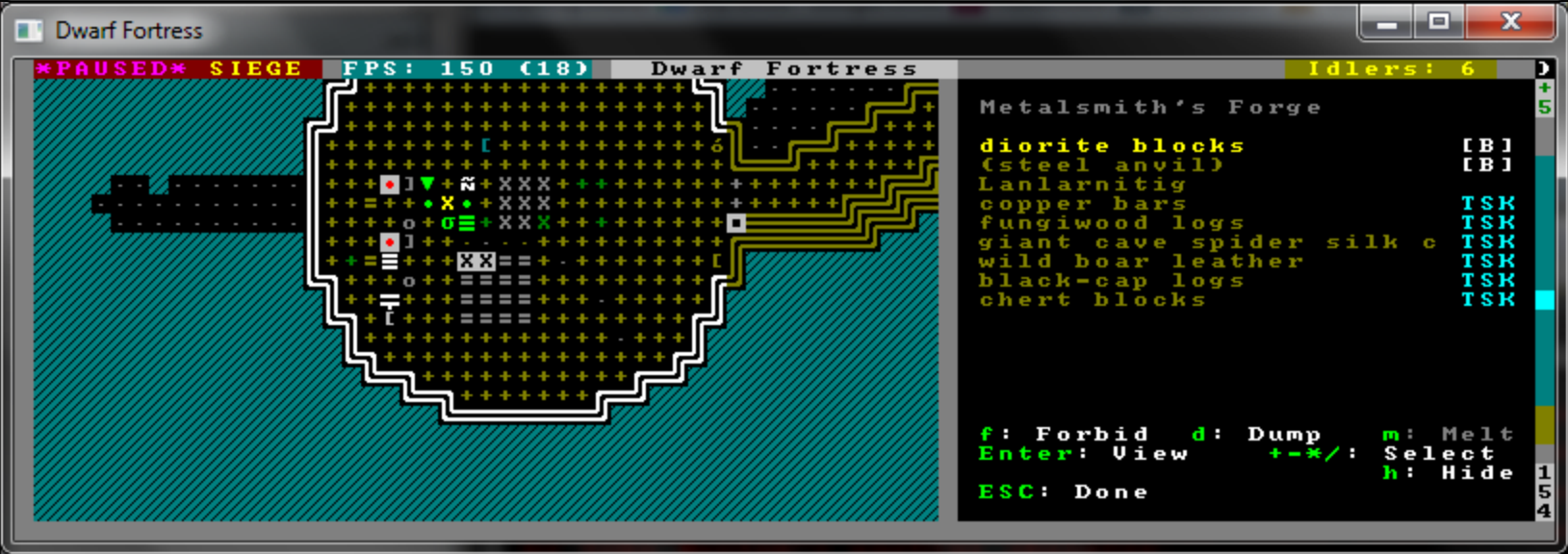
11th Malachite

Udib Orbsringed the Sad Queen of Healing (I will not ask I will not ask) says he found a large rat down there and punched its head in. Much better.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Lielac** on **June 20, 2013, 11:20:38 pm**

19th Malachite:

Thikut has gathered all the items he needs!



I dearly hope he makes something useful like a breastplate.

24th Malachite:



Or that. That'd do too.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Lielac** on **June 28, 2013, 10:07:39 am**

-cough-

Right. Since I'm not going to finish this due to lack of desire and it having been a *week* since I updated, 'ave a save.

'Ere y'go, boys. (<http://dff.d.wimbli.com/file.php?id=7792>)

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Ruhn** on **June 28, 2013, 12:59:08 pm**

Nicely done, Lielac. The great towers continue to endure.

((Did we just run out of overseers?))

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Sizik** on **June 28, 2013, 01:20:04 pm**

[Quote from: Ruhn on June 28, 2013, 12:59:08 pm](#)
((Did we just run out of overseers?))

Time to send out the call.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **June 28, 2013, 02:37:12 pm**

Ah, what the hell. I was forced to voluntarily skip my turn in the first Skyscrapes way back when. Mind if I jump in for a turn in the sequel? It'd bring me some closure.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Sizik** on **June 29, 2013, 09:14:11 am**

Go ahead!

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **June 29, 2013, 09:27:08 am**

Okay, cool. I need a day (or at least some hours) to read through the thread and get into the spirit of things. But I've downloaded the save and will update posthaste.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **July 01, 2013, 02:15:11 pm**

oh wow

I just finally caught up to the thread (sorry, I work a lot)

this fortress is
[Spoiler: swears not for children](#) (click to show/hide)

fucked

, especially with me running it. But I'll be sure to at least be entertaining if not productive.

This is my double post bump to tell you that I have downloaded the save and shall not be required to skip like so many sevens of overseers before me.

WEDNESDAY, JULY 3 EDIT:

I'm still doing this! Take heart, brave forumites! It is merely that my schedules on Monday and Tuesday are packed full from wake to sleep. Today is merely packed full to the late afternoon. I shall post updates tonight and, Armok willing, be done by tomorrow. (Actually, I'll certainly be done by tomorrow, as it is a holiday in this particular region of the planet.)

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Ruhn** on **July 03, 2013, 11:45:57 am**

The gates still work, so there is still a chance for success.

24th Malachite, 109, Mid-Summer

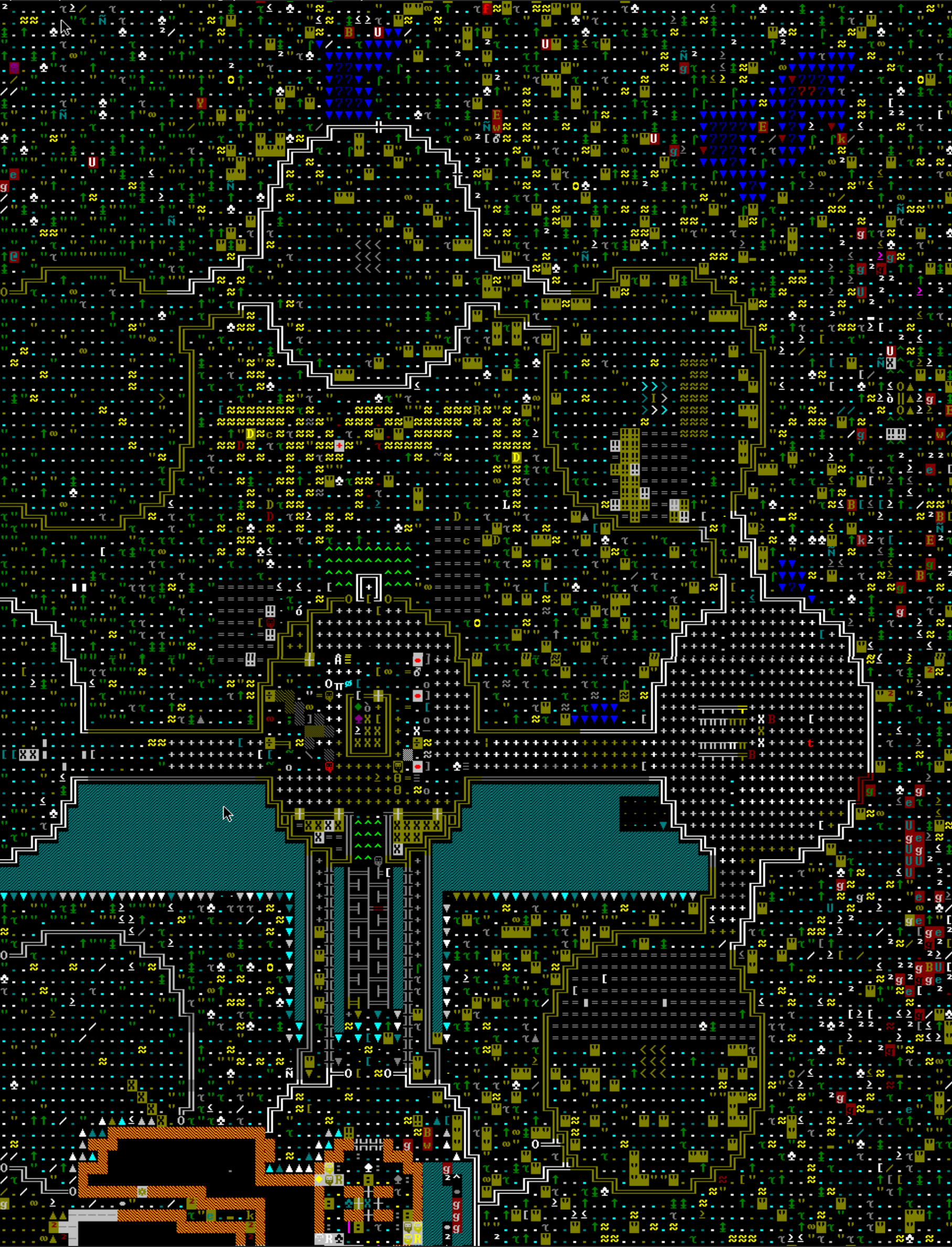
Dear Diary,

The hottest days of summer are upon us. The air is somehow dry and humid at once, and the sun beats down on our foolhardy enterprise as relentlessly as it always has, but somehow more intensely. My exposed scalp feels like a gnome caught in a blast of gnomeblight steam. Considering the pain that simply furrowing my brow causes me, it's notable to consider the fact that the headache generated by that which I am thinking about dwarfs (ho ho ho) the agony of that burn.

Today I was informed that the workings of Skyscrapers the Scraped Hardiness, the convoluted nightmare I've been calling home for longer than I care to admit, have been entrusted to my leadership. This is all well and good, and under normal circumstances I would relish the opportunity to flex my natural dwarfiness towards these sorts of managerial pursuits, but these are by no means normal circumstances.

I've spent most of the day sorting through the disorganized heap of papers and sketches I've been tossed, trying to make sense of just what in the hell we've been up to for so long. I've always known it was bad, but by Armok's left ventricle, just what the fuck am I looking at??

Spoiler: photosensitivity warning (click to show/hide)





It's hard for me to convey just how eye-wrecking the state of this is. The drawing simply doesn't capture it. Perhaps a song might serve me better.

The cliff is alive with the sound of zombies
With groans they have moaned for at least a year
The plain fills my ears with the sound of zombies
My fist wants to punch every corpse I hear

My heart wants to kill like the pores of the sponge
that lurk from the lakes to the streams
My beard wants to sigh like a goblin that flies
martial trance hammer dreams
To laugh when a kobold trips and falls over
stonefall traps that weigh
To scream through the night like an elf who is about to pay

I go to the still when my heart is lonely
I know I will drink what I've drank before
My gut will be blessed with the taste of ale
And I'll drink once more

In other words, I have no idea what I'm looking at. It looks like every single plant outside has been marked for harvesting, which is insane because the entire fort is on undead lockdown. I have no idea where these dwarves think they're supposed to be.

ALERTS	SQUADS	BURROWS
Inactive Active/Training Goblins Archers stay inside dammit	The Ochre Bells The Defensive Flags	A Indoors A Not Outdoors Burrow 5 Sealed twdrf aprtmnt

Would anyone like to explain the difference between "Indoors" and "Not Outdoors" to me? If I tell them to "stay inside dammit", will they go Indoors or will they simply be Not Outdoors? On second thought, don't answer that. I don't think I care enough.

Priority 1: Clean up the absolute chaos I'm being forced to look at. Make sure our humble force of dwarves is working productively. TRY to KIND OF memorize the layout of this place. (What? Don't look at me like that. Just because I've lived here doesn't mean this chaotic clusterfuck has ever made sense then or now.) I certainly hope there are no mystery levers...

Priority 2: Strike the damn sky already. We are well-fed and well-boozed. We are (technically) safe. (Almost) everyone is happy. There's really no excuse.

Wish me luck, Diary.
-Argembarger

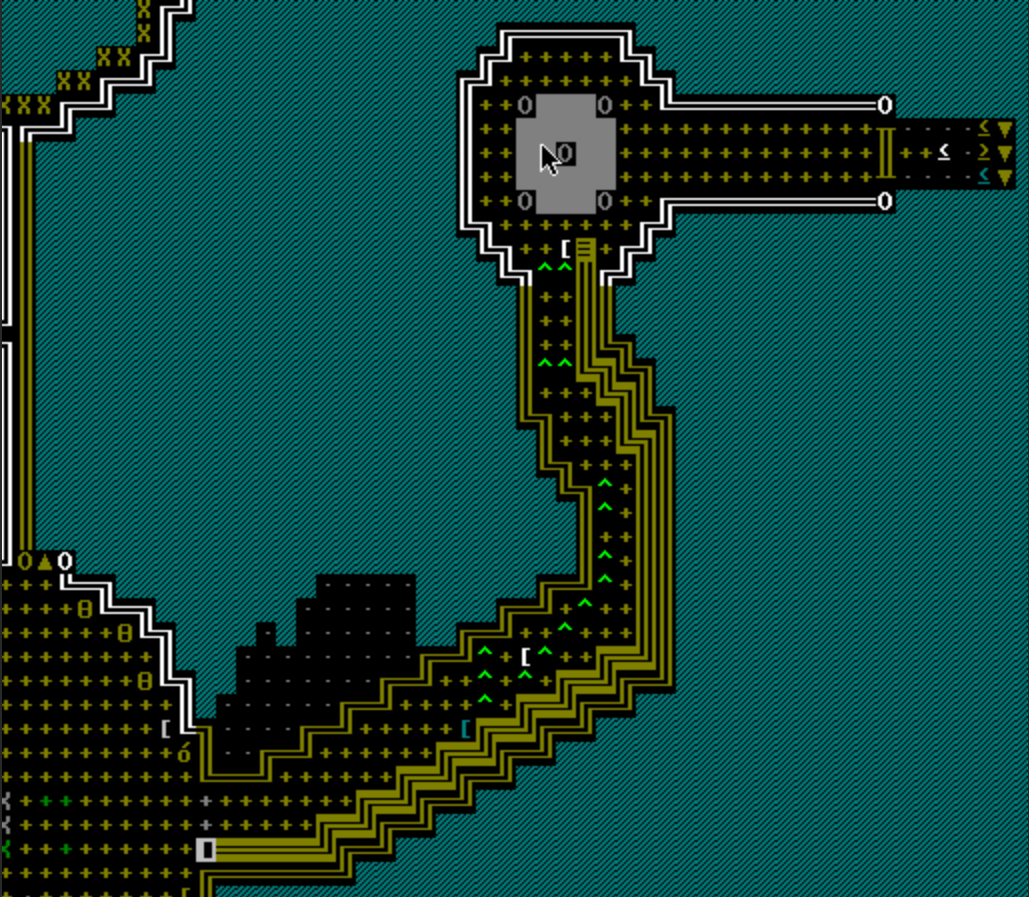
Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **July 04, 2013, 01:31:55 pm**

14th Galena, 109, Late Summer

Dear Diary,

I've recently been informed that a floor of Skyscrapes is devoted almost entirely to laying bloody corpses, skeletons and other assorted body parts out to rot. This is disgusting. I went to order some coffins to be made, and I was informed that there are currently over 140 coffins already. I have no idea where they are located at. There are also 40 slabs, presumably to memorialize those without remains. I have no idea where they are located at. I don't know anything. I may be the captain of this ship, but the whole thing is ramshackle and steers like a cow.

We also have no hospital. I was so shocked to discover this, considering we have an active chief medical dwarf, that I have taken the liberty of setting up a very small one near the forges, next to the skybridge leading to the (hideously underutilized) trade depot. It's only got a few beds, but it's a start. I'm tired of seeing dwarves limping around with mangled parts. Their complaints are just going to get everyone down if we don't take care of them.



Also, glancing at the skybridge gives me an idea of how to deal with the zombies... but it's risky as all get out and insane to boot.

Which means it's perfect, right?

-Argembarger

P.S. I found the coffins and slabs. They were with the corpses. I guess I was distracted by all the corpses.

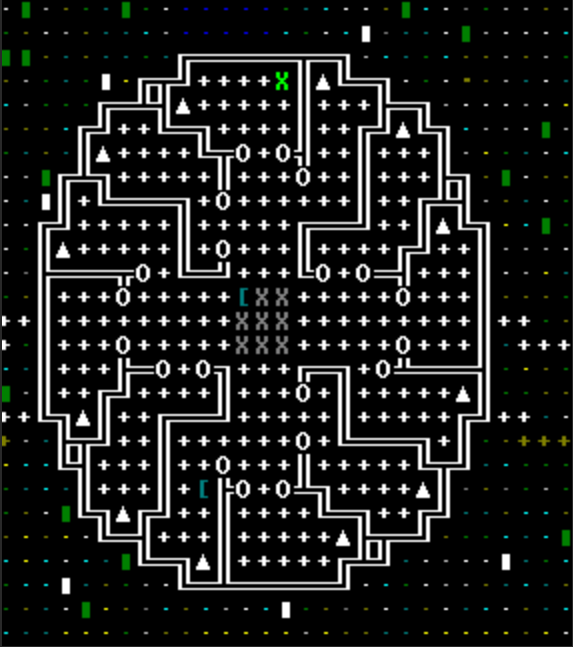
Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **July 04, 2013, 03:02:23 pm**

16th Limestone, 109, Early Autumn

Astesh Isakdumat has been trudging around, putting up walls and such in the face of the undead horde, all the while with a bruised liver and intense pain in his lower spine. What a trooper! Everyone should follow Astesh's example. He doesn't sit around whining about sewer brew or socks or the futility of life against the hordes of the damned.

19th Sandstone, 109, Mid-Autumn

I don't know what this room is for, but it's going to be our mausoleum now.



I'm getting some slabs engraved for the ghosts we already have. Meanwhile, the anti-zombie project continues unabated. Everything may or may not be coming together nicely, I hope.

25th Sandstone, 109, Mid-Autumn

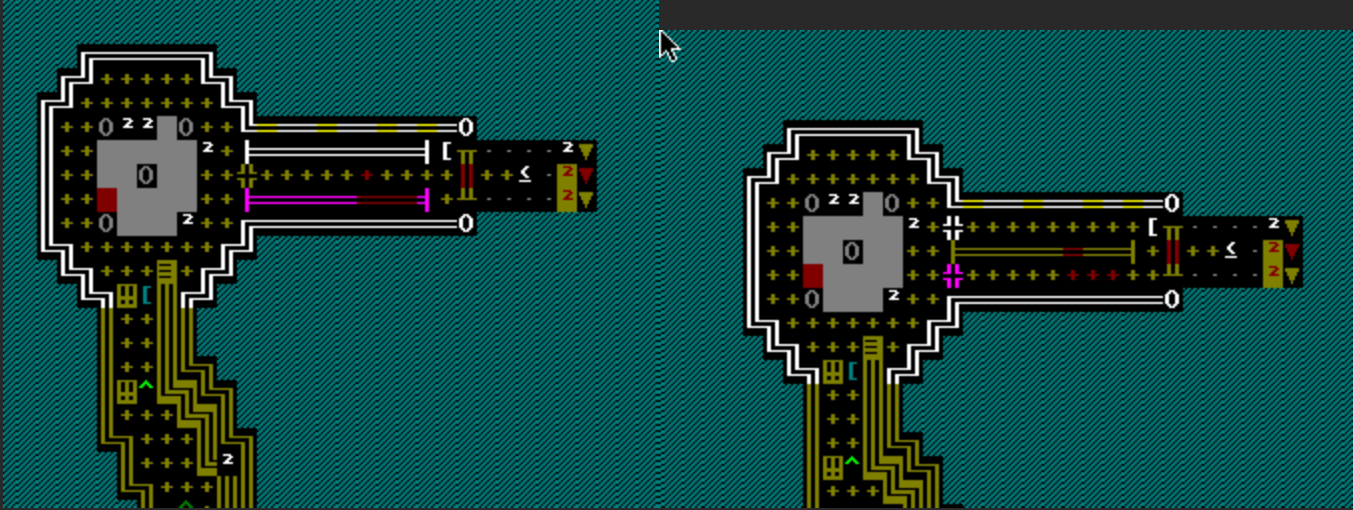
I've just been informed of something called a "zipper-bridge" which "flings things nicely!"

Perhaps I'll give it a go if my own solution doesn't suffice.

19th Timber, 109, Late Autumn

Good news and bad news.

Good news: My project works, essentially.



Bad news: FUCKING DWARVES RUNNING INTO IT FOR NO GODDAMN REASON

STAY INSIDE DAMMIT DON'T RUN OUT TO FIGHT ZOMBIES IN THE INSTANT KILL ZONE WHY ARE YOU DOING THAT PLEASE STOP PLEASE DON'T MAKE ME BE YOUR MURDERER THAT IS THE WORST THING FOR ME TO BE IS A MURDERER IT IS LIKE IF I WAS SOME KIND OF STUPID IDIOT WHO IS ABOUT TO MISMANAGE THIS FORTRESS INTO THE GROUND DON'T YOU UNDERSTAND THAT BEING UNDER A KILL BRIDGE WILL KILL YOU IF THE KILL BRIDGE GOES THROUGH ITS KILL OPERATION NOOOOOOOOOOOOOO

I can see why the 'stay inside' alert is named as such.

Lost way too many dwarves to my own stupidity.

RIP Lorbam, Saint Iridkonos, Astesh (a different one), Sizik, Cerol, and Terrahex.

Do I feel bad for accidently allowing so many named dorfs to be crushed by my own poorly-concieved trap? Yes. Were mistakes made? Yes. Did those dwarves know what they were getting into? Of course.

Be back later, Diary. I need a stiff fucking drink.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Sizik** on **July 05, 2013, 09:01:48 am**

But the socks... they're so enticing.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **July 05, 2013, 09:28:56 am**

Unfortunately, t'weren't socks what killed the dorfs, but BLIND BATTLE BLOODLUST, which I hadn't accounted for.

When I stationed them near the lever-puller, it was my expectation that they would <hold position> near that location. Clearly I was utterly mistaken.

I'm working on reorganizing what's left of the dwarves. We're on lockdown once again. We also have a crapton of caged undead which need to be disposed of.

Does anyone need dwarfed?

Also, since I'm playing from the middle of the year, would you like me to go 'round and finish up a whole year-and-a-half, finish in mid-summer of 110, or just send it back on the first of spring? I would understand if y'all wanted me to pass it on in spring, considering my !!ACCIDENT!!

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **MarcAFK** on **July 06, 2013, 10:26:02 am**

It's good to see things moving again, I think nobody would complain if you took the whole year and a half, that is if you have the stomach for it, so many have complained about the state of this place, I had to pass my own turn ages ago :(
Edit: If you've got a spare ~~meat~~shield full-time militia dwarf lieing about nameless you can dorf him for me.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Sizik** on **July 06, 2013, 11:00:18 am**

Whichever you feel like doing.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Ruhn** on **July 09, 2013, 01:57:06 pm**

Did the kill bridge at least kill more zombies than dwarves?

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **July 09, 2013, 04:51:57 pm**

Quote from: Ruhn on July 09, 2013, 01:57:06 pm
Did the kill bridge at least kill more zombies than dwarves?

Absolutely, yes. And it continues to kill zombies even now.

I'm about through Spring of my actual year. I still have to compile my Autumn and Winter notes into an update. That'll come soon.

Also I have the next two days off work. That'll help.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **July 11, 2013, 06:39:29 pm**

An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!

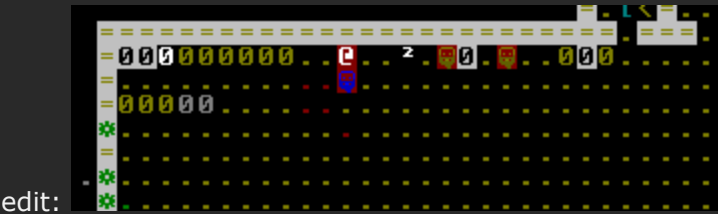
edit: damn

An ambush! Curse them!
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An ambush! Curse them!

there were more ambushes than we have living dwarves

edit: The Forgotten Beast Ngalák has come! A towering blob composed of salt. It has three long, hanging tails and it has a bloated body.

edit: The Forgotten Beast charges at The mayor!
The Forgotten Beast attacks The mayor but She jumps away!
The Forgotten Beast misses The mayor!
The mayor counterstrikes!
The mayor punches The Forgotten Beast in the body with her right hand,
breaking away the tissue!



It literally just rushed in to destroy some coffins. I could simply vomit.

The dead walk. Hide while you still can!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!
An ambush! Curse them!

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **July 11, 2013, 08:51:42 pm**

This was THE most emotionally draining fortress I've ever had the misfortune to manage.

Between infinite ghosts, the Undead Cliff, killing our military, watching everyone die of thirst because they were TOO AFRAID OF ZOMBIES ON THE OTHER SIDE OF A WALL to go get a drink, watching a forgotten beast destroy the fucking coffins I was using to try to get rid of the ghosts, and just generally feeling like a shithead about the whole thing, I... lost my train of thought.

Here's the save. Three dwarves left. One's a child, another is the mayor. I should point out that I did play the full year and a half. This is not me ragequitting early. But it was a stressful struggle to pull things this far. I've had only three dwarves for about half a year.

If someone can salvage this, they are the world's greatest DF player.

Otherwise, I think you guys need to reload.

SAVE
<http://dff.d.wimbli.com/file.php?id=7821>

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **MarcAFK** on **July 11, 2013, 11:12:14 pm**

Good effort, always good to hear someone manage to keep a few dwarves alive during this kind of epic struggle.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Dorsidwarf** on **July 12, 2013, 01:08:39 am**

Dorf me up Scotty!

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Argembarger** on **July 12, 2013, 08:11:50 am**

Quote from: MarcAFK on July 11, 2013, 11:12:14 pm
a few dwarves alive during this kind of epic struggle.

What's great is that they seem to be content enough.

And obviously the Mayor is a right badass for punching out the (admittedly weak) Forgotten Beast.

I'm still not sure how it got in from the caverns. I can't find the hole it crept through.

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Ruhn** on **July 23, 2013, 12:00:00 pm**

I would like a turn eventually, but 2 weeks might be the soonest.
Anyone else going to sign up?

Title: **Re: Skyscrapes 2: Height of the Living Dead (succession)**
Post by: **Dozebôm Lolumzalis** on **November 18, 2014, 09:27:49 pm**

I'll sign up, but I'm a bit of a newb. I couldn't possible salvage - Bleep. Why has this thread been abandoned?

